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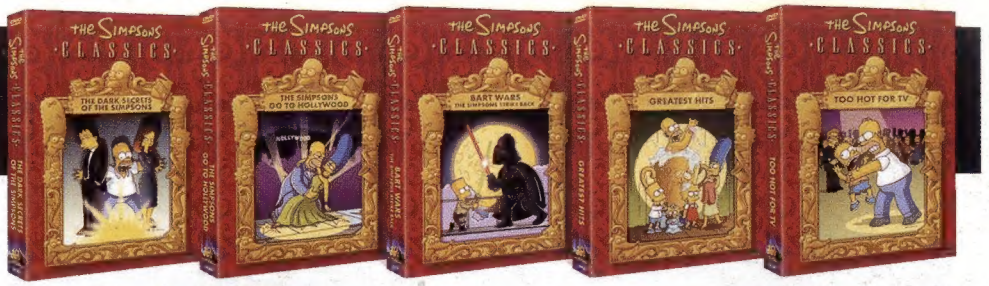

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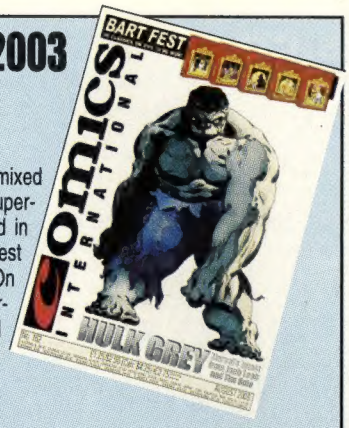
#162 AUGUST 2003



Inside this issue

COVER: Probably still reeling from the mixed reaction to Ang Lee's psychological super-heroics on screen, Marvel is undaunted in its expansion of Hulk titles with the latest Jeph Loeb/Tim Sale flashback mini. On the heels of Daredevil Yellow and Spider-Man Blue, now comes Hulk Grey. Full rundown on page 18 this issue.

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Sez Dez

Editorial
Dez Skinn

TAKE a good look at the cover repro 28 lines below and then report back. Be warned, there could be a test.

Ready? Good. Did it mean anything to you? Chances are it should if you've been one of the **Sun**'s three million plus daily readers at any time since 1985. Because that's how long the *Striker* comic strip has been running. Producing a daily strip plus a full page colour Saturday episode has led to Pete Nash building up his own football team of in-house artists, possibly the first time since the glory days of the Frank Hampson studio on **Eagle**'s *Dan Dare*.

But, not resting on his laurels, Pete is about to make the ambitious move of launching his heroes of Warbury Rovers (a cross between *Footballers' Wives* and Roy of the Rovers) as a standalone weekly comic and has plans for an official website, merchandise spin-offs, overseas sales, a computer game and a live action TV series.

He's given notice to **The Sun**, has hired **Sunday Mirror** sports editor Steve MacKenlay – a 30-year veteran journalist – to develop the company and is set to shake up the British comics industry. And what better property to launch his Striker 3D company's plans with than a strip that's been a household name for over 17 years.

Muddy Mildred - it's Warbury Warriors, bigger and better than ever!
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Plus, give would-be readers a look they recognise – in this age of CGI dominating TV animation, games and SFX – and you've the best chance of relaunching the UK comics industry. Because Pete isn't stopping with just **Striker**. He too bemoans the near-death of British comics, but unlike the rest of us, he's in a perfect position to do something about it.

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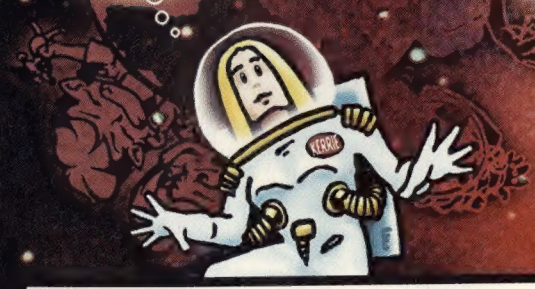

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Ultimates writer unleashes his creator-owned barrage

With titles lined up to come from Avatar, Dark Horse, Image and Top Cow, Mark Millar has only released one visual (above) – the promo poster for ***Wanted*** *[Top Cow]; art by J G Jones.*

Mark Millar plans pan-industry initiative with tetrad of ground breaking titles from four separate publishers

THE WRITER of one of Marvel's top-selling titles is spreading his wings, both creatively and in terms of outlets for his stories.

While continuing with **The Ultimates**, Mark Millar is to launch **The Unfunnies**, **Chosen**, **Run** and **Wanted** in December, each one with a different publisher.

Describing his move as a pan-industry initiative, the writer explained that all his titles are to be linked by a www.millarworld.biz logo on each cover. "Although each of these titles is creator-owned and independent of the others in a story sense, there are little hints that connect them and what I've essentially done in this sense is create the first industry-wide crossover."

Dangerous Mind

Addressing his motives, Millar, who also has an as-yet undisclosed Marvel project set for a December premiere, said, "When you're writing books like **The Ultimates**, **Ultimate X-Men** and so on, it's easy to play it safe and just write Top Five titles all the time, but I think that's slightly immoral when you've come from the small press scene and worked your way up through smaller publishers.

"What I'm trying to do with the *Millarworld* line is balance my career in the same way George Clooney did by balancing *Ocean's Eleven* with his own projects like *Confessions of a Dangerous Mind*," he added. "I'm not interested in creating something nobody's going to read. These titles are the kind of superhero and horror comics I've always wanted to write, but I want to own them too and also produce the kind of material that might be impossible from the big two.

Authority follow up

"The learning curve that began for me with **The Authority** and was carried through **Ultimates** kind of peaks with the books I've got planned here," announced the writer. "**Wanted**, from Top Cow, is the superhero book I planned to follow **The Authority** with before I went to Marvel and I've been plotting it for three years. Similarly, the content for **The Unfunnies** – from Avatar – is just so extreme that neither of the big two publishers would be allowed to print something of this nature."

Heroes and horror from Millar

THREE of the four titles Mark Millar has announced for December *[see main story]* are minis while the fourth, to be published by Image, consists of four self-contained one-shots.

"Essentially, these are all adult, 21st century updates of the old 20th century concepts Marvel and DC have had such success with since the 1930s," explained the writer. "The first book is called **Run!** and is a completely new way of looking at super-speed."

Drawn by Ashley Wood, it is followed by **Pow!** with art by John Cassaday. Millar has released no details about the final one-shot but the as-yet untitled third is illustrated by Frank Quitely.

Also coming from Image but under Marc Silvestri's Top Cow imprint is **Wanted**. Drawn by J G Jones, the six-parter is described by the writer as the next generation of superhero comics.

One of two horror titles, **Chosen** is a three-issue Dark Horse horror series. It is the story of a 12-year-old boy from Smalltown, USA who learns he is the returned Jesus Christ.

An Avatar four-parter illustrated by Anthony Williams completes the initial *Millarworld* line-up.

"Horror needs to be horror," Millar stressed. "**The Unfunnies** is the most uncompromising thing I've ever written and I'm immensely proud of it, but slightly worried about people reading it. It's really *that* fucked-up."

MARK Millar has also written Arcade Comics' four-issue ***Youngblood: Bloodsport****. Drawn by Rob Liefeld* [see art above] *the much-delayed first issue is now available in 11 different cover editions but only through* arcade-comics.com.

Quesada to write new mutant title

MARVEL'S editor-in-chief is spearheading the launch of a Marvel Universe series that eschews the usual superhero action in favour of a more realistic approach to life with super-powers.

Originally announced as an **X-Men** spin-off in 2001, **NYX** was to have featured Rogue. It was to be drawn by David Choe and written by **Generation X**'s Brian Wood, who described it as "a human-scale drama exploring the lives of an ensemble of teen/20-something mutants and humans in New York City."

Asked if it could still be described as an **X-Men** spin-off, Quesada – who conceived the idea after seeing young teenagers living rough in the Big Apple's Alphabet City – told **CI** that no one from the X-titles was being spun into **NYX**, which is to feature new characters. "But it is an X-Men book in the sense that it's about a group of kids who find themselves with these particular powers."

Unique abilities

"The truth of the matter is, you probably won't see the word 'mutant' in the first three issues, because it's not that important," added Quesada, who is now writing the series himself. "What's really important is that you see these kids with the extra-ordinary, unique abilities. The fact that they're mutants will come into play later. It's not really the main focus because what's important to them is survival and what's going on in their lives. And now they've got this added 'kick' to their existence, which just makes things more interesting... and more tragic."

Food and shelter

Quesada continued by stressing that it was unlikely that any of Marvel's regular superheroes would be seen swinging through **NYX**. "You're dealing with a group of kids who are confronting many, many real world issues. Some are runaways... others are homeless... they have to struggle for food.

"It's a hero book – a superhero or an X-Men book – where the focus of the day is not 'How do we stop Magneto?' but 'How do we feed ourselves?' 'How do we shelter ourselves?' 'Can I use my powers to give myself a leg up in this environment?' Those are the really big issues," he explained.

NYX – which is pencilled by **Meridian**'s Josh Middleton – is described by Quesada as a classic Stan Lee formula. "But we're just taking it a step further and adding a real world edginess to it."

***NYX** #1, priced $2.99, ships on October 8.*

Vertigo claims Rock

***100 Bullets** writer and famed **Our Army at War** artist team up for graphic novel offering traditional take on DC's World War II hero*

UNLIKE Jonah Hex, Shade, Animal Man, the Creeper and the various other DC Universe characters who preceded him to Vertigo, Sgt Rock is not being updated to take account of modern sensibilities and tastes.

"He's a hero," stated Brian (**100 Bullets**) Azzarello, who is writing **Between Hell and a Hard Place** for the DC mature readers imprint. "I'm not screwing with that character at all.

"And a lot of that is in deference to Joe," he added, referring to Joe Kubert, the illustrator of the 96-page hardcover, who has been closely associated with the World War II hero since 1959. "I am working with a guy who is so connected to that character. There's a lot of respect involved."

*Above: Joe Kubert's cover art for Vertigo's 96-page hardcover graphic novel, **Sgt Rock: Between Hell and a Hard Place**.*

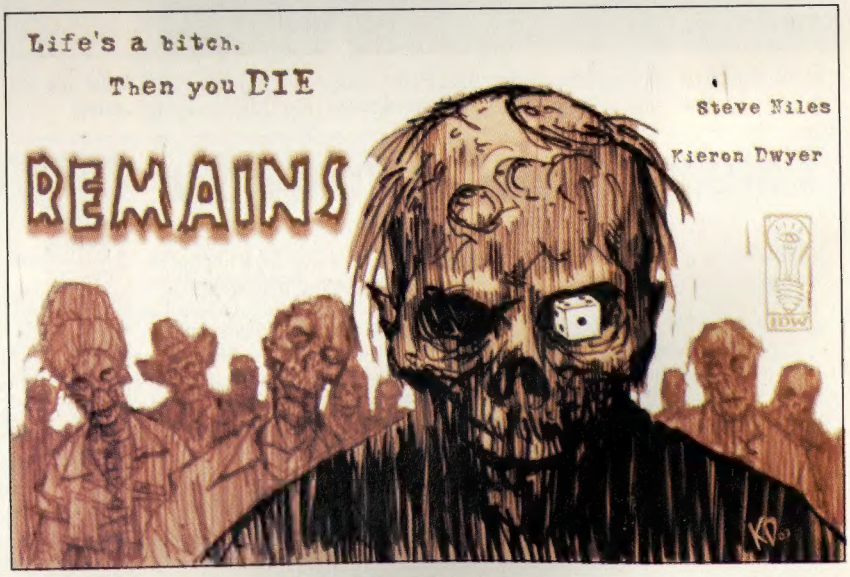
Battle of the Bulge

"It's pretty much a straight World War II war story," said Azzarello. "It takes place in 1944 in the Herken Forest, before the Battle of the Bulge. It was a battle where there was tons and tons of death. On both sides.

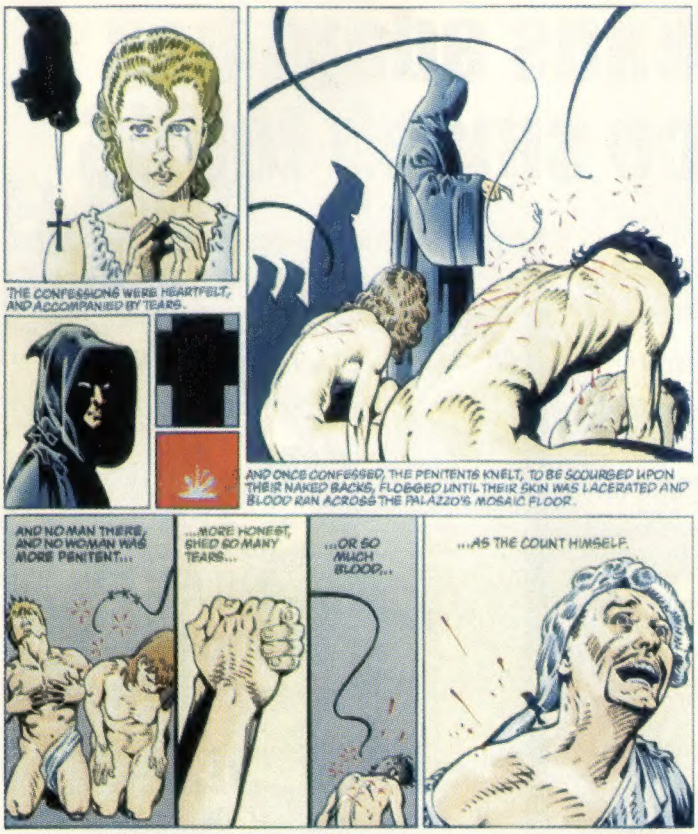
"One of the reasons I picked that as the arena to tell the story is that in **Sgt Rock** there were never any lieutenants," the writer explained. "He pretty much did it all. And that's what happened in this battle. The lieutenants were dropping like flies – and sergeants – and privates were being made into sergeants.

"If you survived you got a promotion because people were dying and they had nobody to fill the ranks," he added.

***Sgt Rock: Between Hell and a Hard Place** hardcover, priced $24.95, ships on October 22.*

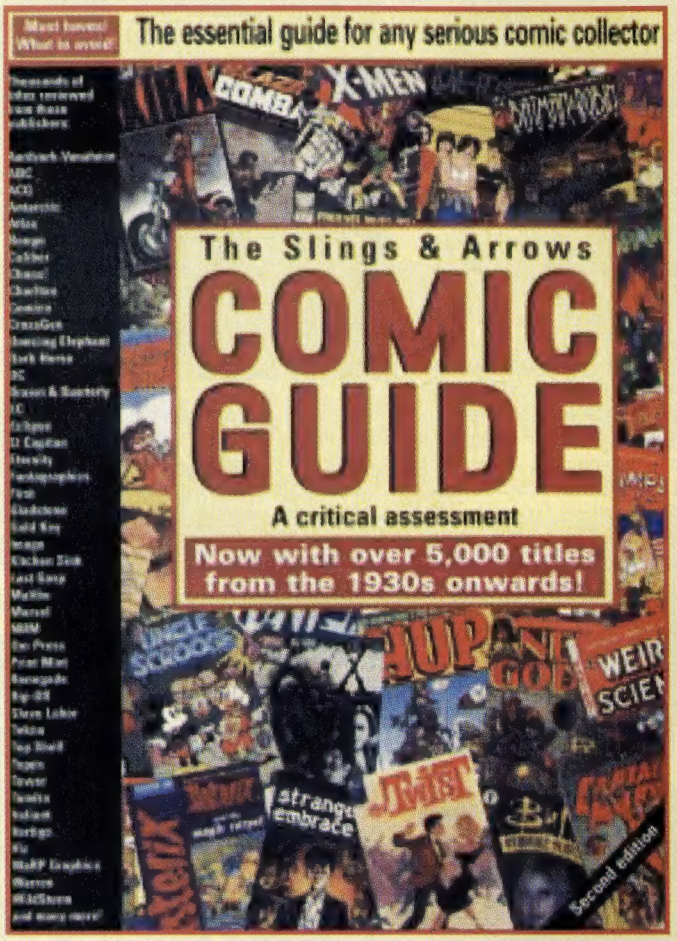


*STEVE Niles has dealt with vampires in **30 Days of Night** and its sequel, **Dark Days** and the Frankenstein mythos with **Wake the Dead** – launching in September. Niles is now turning his attention to another horror staple, zombies. An IDW title, like the earlier minis, from the writer some are calling the modern master of comicbook horror, **Remains** is illustrated by Kieron (**Avengers**) Dwyer. The five-parter – which Niles describes as a modern story – is currently scheduled for spring 2004.*


THE CONFESSIONS WERE HEARTFELT, AND ACCOMPANIED BY TEARS.
AND ONCE CONFESSED, THE PENITENTS KNELT, TO BE SCOURGED UPON THEIR NAKED BACKS, FLOGGED UNTIL THEIR SKIN WAS LACERATED AND BLOOD RAN ACROSS THE PALAZZO'S MOSAIC FLOOR.
AND NO MAN THERE, AND NO WOMAN WAS MORE PENITENT...
...MORE HONEST, SHED SO MANY TEARS...
...OR SO MUCH BLOOD...
...AS THE COUNT HIMSELF.

AN EXCLUSIVE peek at Death *illustrated by P Craig Russell* [above] *and* Dream *drawn by Miguelanxo Prado* [below] *from Neil Gaiman's 160-page* ***The Sandman: Endless Nights****. The Vertigo hardcover ships on September 17, priced $24.95.*

I WAS INVITED. I HAVE COME. MAKE OF THAT WHAT YOU WILL.
WE ARE HONORED, LADY.
I AM MAKING YOU UNCOMFORTABLE.
NO, LADY. NOT AT ALL.
I SHALL LEAVE. DECIDE WHAT YOU LIKE AT YOUR PARLIAMENT. IT IS ALL ONE TO ME. IT WON'T MAKE A LOT OF DIFFERENCE, IN THE LONG RUN, WILL IT?
ONE BY ONE, YOU WILL ALL COME TO ME.
It begins. Feel free to walk the gardens. You can return to our rooms merely by wishing it.
YOU MEAN ALL I HAVE TO DO IS—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"Great entertainment" **Comics Forum**

For sample entries from the book log on to

www.slingsandarrowspublishing.com

Classics Jr return

A CANADIAN publisher has acquired the rights to the young readers spin-off from Gilberton's highly regarded **Classics Illustrated** title.

Jack Lake Productions has plans to release facsimile editions of all 77 issues of **Classics Illustrated Junior**. Its first three are being published to coincide with the 50th anniversary of the title which launched in October 1953 with an adaptation of The Brothers Grimm's **The Pearl Princess** *[see cover above right]*.

The new editions, which are only available in North America are priced $3.99. The titles encompass fairy tales, myths, legends, folk tales and other well-known children's stories.

More history from TwoMorrows

FROM small beginnings with **Jack Kirby Quarterly,** TwoMorrows has established a range of heavily-illustrated magazines that cater almost exclusively to the older fan's desire to know more about the history of US comics.

Building on its reputation, the North Carolina-based publisher has added a line of complementary books, which it continues to expand. Its latest two black and white softcovers spotlight two very different artists.

Changing Comics One Day at a Time is a 176-page biography of Dick Giordano, who began drawing comics in 1951. It covers all aspects of his professional life including his time as editor at Charlton and DC.

Shipping on October 22, the $19.95 book also includes commentary by creators with whom the artist has been associated, a feature it has in common with the $14.95 **Hero gets Girl**, which follows on November 12.

Subtitled **The Life and Art of Kurt Schaffenberger**, this 128-page biography focuses on the career of the man best-known for drawing **Superman's Girlfriend, Lois Lane** although he began work during the Golden Age, contributing strips to various of Fawcett's *Marvel Family* comics among other titles.

● Described as a celebration of comicbooks of the 1970s 1980s, and today, the $5.95 **Back Issue** premieres from TwoMorrows on November 19 with a 100-page issue.

Pictured: The covers to ***Hero gets Girl!: The Life and Art of Kurt Schaffenberger*** *(above left),* ***Back Issue*** *(above right) and* ***Dick Giordano: Changing Comics, One Day at a Time*** *(top).*

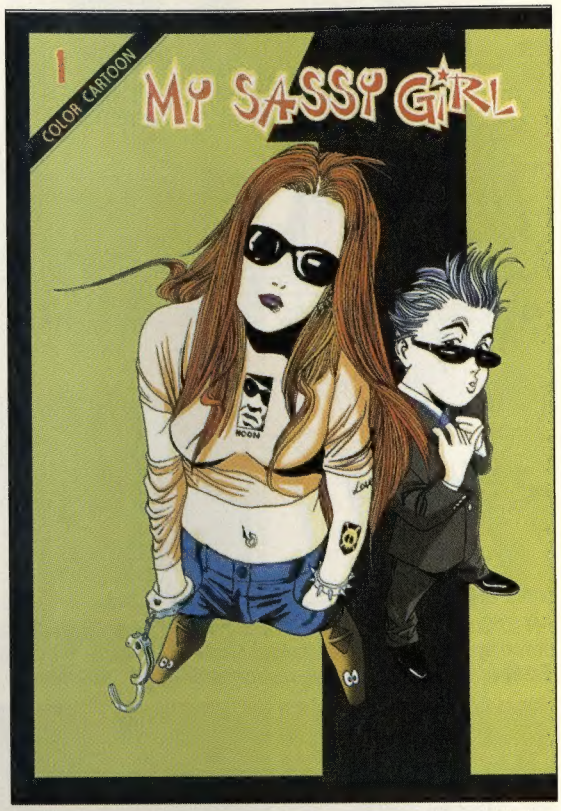
Koreans adapt box office smash for US

MY SASSY Girl may not mean much to Westerners but it is the 2001 movie that outperformed *Shrek*, *Harry Potter and the Sorcerer's Stone* and *Lord of the Rings: The Fellowship of the Ring* at the Korean box office and was number one in Korea for six straight weeks and with ticket sales exceeding 20,000 per day in Hong Kong.

Described as a funny and touching romantic comedy, the film follows the lives of two college students brought together by fate. A clean-cut young innocent, Geon-woo becomes involved with a beautiful – but bold and spirited – girl who wraps him around her little finger as he honestly tries to see her through troubled times.

An English-language edition of the Korean comics [manwha] adaptation is being released by ComicsOne. A 128-pager, it is written by Ho Sik Kim and illustrated by Dae Hong Min.

***My Sassy Girl**, priced $13.95, ships in September.*



New Doc Ock gets spotlight

TONY Harris's cover art (above) for the first issue of Marvel's ***Doctor Octopus: Negative Exposure****. The five-parter reflects the Spider-Man villain's new 'cinematic' look as designed by Humberto Ramos.*

WITH the second Spider-Man movie in production, Marvel is giving a make-over to its version of the film's villain, Doctor Octopus, one of the Wallcrawler's earliest foes.

Humberto Ramos has been assigned to give Otto Octavius's alter ego a look in line with his movie counterpart's. The **Spectacular Spider-Man** artist's revamp of the villain who first appeared in 1963's **Amazing Spider-Man** #3 – debuts in **Doctor Octopus: Negative Exposure**.

This mini follows Doc Ock attempting to gain the advantage in his never-ending feud with Spider-Man. He uses Jeff Brasi, a **Daily Bugle** staff photographer, who is out to learn how Peter Parker gets so many those exclusive front page photos.

The five-parter is written by **Runaways'** Brian K Vaughan and pencilled by former **Catwoman** artist Staz Johnson.

***Doctor Octopus: Negative Exposure** #1, priced $2.99 ships on October 1.*

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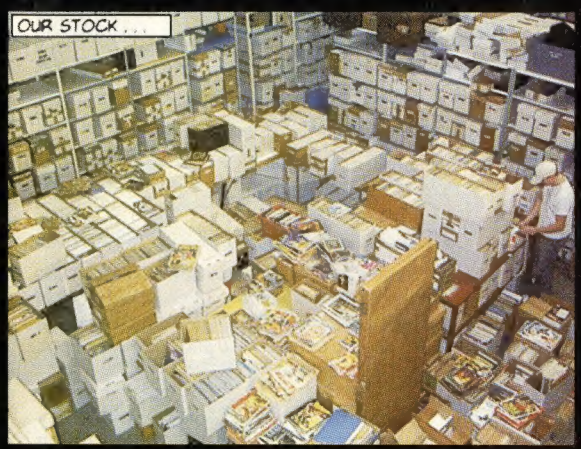

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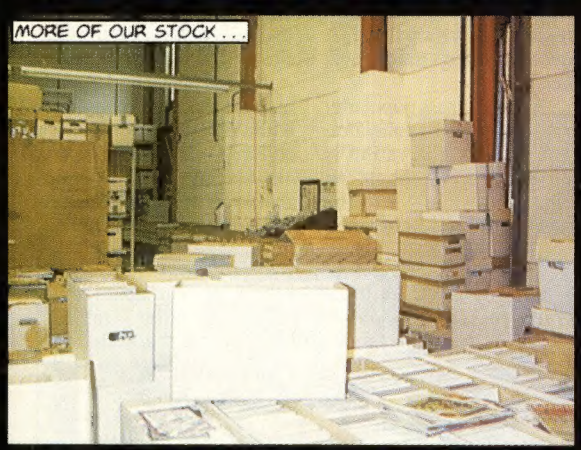

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US manga leader originates own titles

TokyoPop is moving into original material with a line of Japanese-influenced graphic novels created by American writers and artists

THE top-selling publisher of manga through the US book trade is not only adding a raft of new licensed titles *[see side bar]* but is also set to launch a line of original comics it has commissioned from Americans whose work simulates manga.

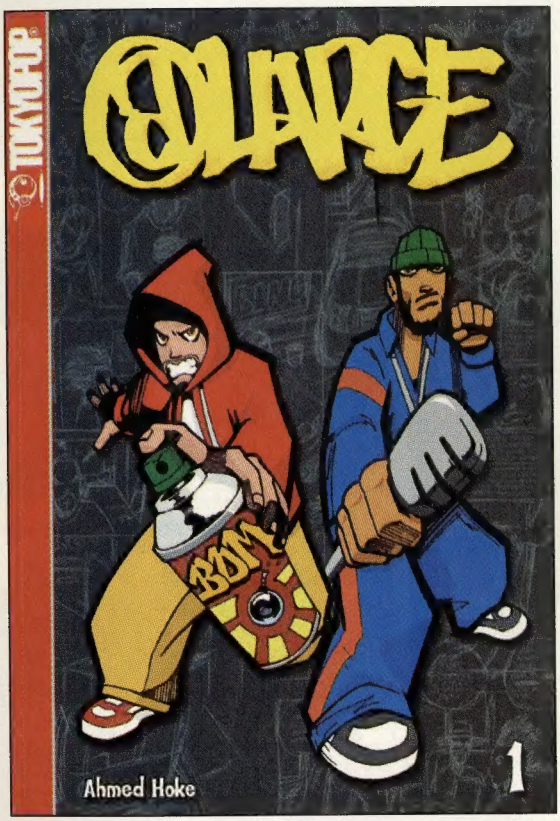
The influence of Japanese comics is manifest in the current crop of US titles while such American publishers as Antarctic Press have been releasing manga-style comics for almost two decades.

With its recently launched *Tsunami* line, even Marvel has acknowledged the impact manga is having on the market but TokyoPop is the first US manga publisher to make this move.

But 'manga' is not a style, it simply means 'comics' in Japanese.

"There are many elements in manga that set it apart from other comics and give it a unique position in the pantheon of sequential art styles," TokyoPop's editorial director, Jeremy Ross responded when asked to comment by **CI**.

"What makes something 'manga-like' may be combining iconic, stylised characters with realistic backgrounds. Longer story length and series of fixed length are characteristic of manga," he explained. "Manga panel design and layout is notably different from other comic forms, as is the use of screen tones of varying sizes."



Faster read

"Manga allows artists to depict a character in a very stylised way or even as a stick figure in one panel and then in a detailed, almost realistic way in the next," Ross continued. "Manga pages are designed to be read faster than American comics. They are more like film storyboards in many respects. Common transitions from panel to panel include types rarely seen in the West: panel views move back and forth between subjects, break down a short moment in time into a series of many camera angles, even make time seem to stand still by showing many aspects of a still scene."

Addressing the future, Ross added, "As the market leader in localised manga and the sponsor of the first-ever manga competition in the US, TokyoPop is uniquely well positioned to nurture the artists whose work will define American manga in the years ahead.

"Manga's mass popularity in the US is a recent phenomenon. A new generation is being raised on manga. As some of them move to the forefront and become creators, they will embody the unique East/West fusion that will define the future of manga in this country," he added.

"Based on our understanding, the essence of manga, while derived from Eastern culture, is not restrictive and can accommodate Western characters, storylines and concepts," Ross concluded.

TOKYOPOP'S first three black and white Ameri-manga *titles are Tavicat's four-volume* **Shutterbox** *and two three-parters:* **World of Hartz** [see above] *by Terrence Walker and Ahmed Hoke's* **@Large** [see left]. *Running to between 160 and 200 pages each, all three $9.99 first volumes ship on October 7.*

TokyoPop continues its expansion

OPINION is divided over whether the manga craze is another example of comics' cyclic 'boom and bust' tendencies or a true phenomenon that has yet to reach its peak.

Whatever the reality, one thing is certain, US manga publishers are rushing to acquire the rights to an increasing number of Japanese titles. Even mainstream book publishers are getting in on the act with Random House set to be the first to move into the market.

Even though it recently aborted its nascent Doubleday graphic novel line, the New York-based company has tied up a deal with Kodansha, Japan's second biggest manga publisher. Random House's first wave of four Japanese format – right to left – titles under this non-exclusive agreement are due to hit the shelves via its Del Rey imprint early next year.

TokyoPop is undaunted by the competition. Currently Kodansha's major US outlet and the top-selling publisher of manga through the book trade, the Los Angeles-based company is not only originating its own an *Ameri-manga* line of titles *[see main story]* but is also expanding its existing range of licensed manga.

Courtney Love

As well as a shojo *[girl's manga]* project produced in collaboration with rock singer Courtney Love, TokyoPop already has seven new titles in the pipeline for 2004. These cover a diverse range of genres from drama, romance and comedy to action, science fiction and fantasy.

Also a fantasy, Love's **Princess Ai** is being developed by Ai Yazawa and D J Milky.

Among the other titles is Natsuki Takaya's **Fruits Basket**, which has become an anime series, **Love Hina** creator Ken Akamatsu's **A.I. Love You** and **Psychic Academy** by Katsu (**Escaflowne**) Aki.

Completing the line up is **Pitaten** by **Digi Charat**'s Koge Donbo, **Get Backers** written by Yuka Aoki and illustrated by Rando Ayamine, **Saint Seiya** creator Masami Kurumada's **B'TX** *[see cover mock up right]* and another title that spawned a hit anime, **Mahoromatic: Automatic Maiden** by writer Bunjuro Nukayama and artist Bow Ditama.

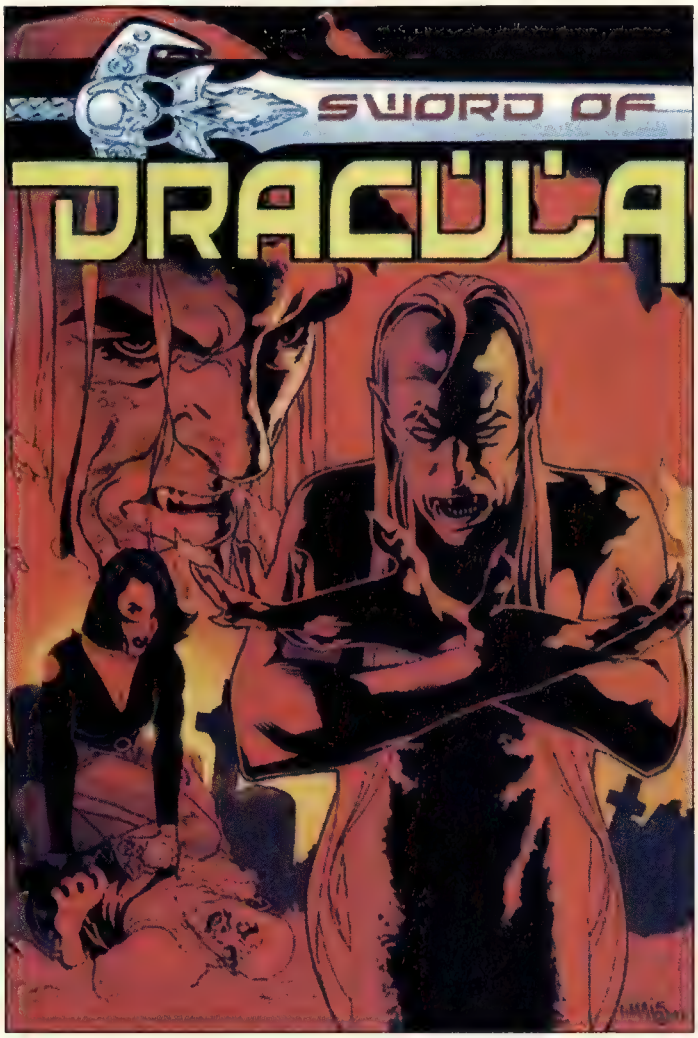


Image revamp for Vampire Lord

THE WRITER of the top-selling ***Command Conquer: Red Alert 2*** computer game is hoping to re-invent the archetypal blood-sucker for a new generation of vampire fans.

Jason Henderson, whose black and white **Sword of Dracula** debuts from Image on October 1, announced, "What really differentiates our Dracula is we followed what everyone says: we went 'back to the book,' but in a way that no one ever does. Dracula in Stoker's novel is just at the start of his vampiric powers – Van Helsing refers to him having a 'child-brain' as far as power goes – and we wanted to show what would he be like if he kept growing. He's not romantic; Dracula in the novel feeds a live child to his vampires and sics wolves on the mother. He's a twisted man who has very big plans and is used to leading a whole country."

The $2.95 bimonthly series is drawn by Greg Scott, whose most recent works was **Sabretooth: Mary Shelley Overdrive** for Marvel.

Premiering four weeks after **Sword of Dracula** is **Something Wicked**, another bimonthly black and white horror title.

Drawn by Jerry Beck and written by him with Cameron Corniuk and Tony Viccaro, the $2.95 Image four-parter chronicles the race to find a cure for the mega-viruses that are threatening to wipe out mankind. But only a dead man can help them.

*Above: The cover to the first issue of Image's **Something Wicked** four-parter; art by Jerry Beck. Top: The cover to **Sword of Dracula** #1; art by Tony Harris.*

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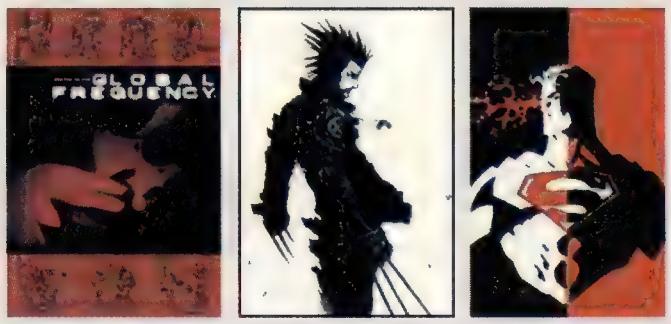

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In Brief

2000 AD Extreme Editions is Rebellion's first new title since it took over **2000 AD** and **Judge Dredd Megazine** three years ago.

The themed anthology's launch is timed to coincide with the release of Rebellion's *Judge Dredd: Dredd vs Death* game. The first £2.99 issue of the 112-page quarterly, which reprints hard-to-find strips, hits the stands on September 10. It contains stories of Dredd's battles with the Dark Judge together with text features including character histories.

DINOSHIP is making its first venture into comics with a black and white compilation of an online strip.

Available now, its 144-page **The Crater Kid Collection** is priced $14.99. Written and drawn by Marty Baumann, the series has also seen print as a backup in Steve Conley's **Astounding Space Thrills**.

CONTRARY to what many believe The UK's Cartoon Art Trust is still very much alive.

Well on its way to becoming Britain's only registered museum dedicated solely to the art of cartoons, comics, caricature and animation, the Trust has a rolling programme of exhibitions and interactive events. It is holding a children's Cartoon Workshop on August 8 with a Family Fun Day following on the 16th. Lined up for the autumn is a series of practical workshops aimed at helping adults develop their cartooning and comics skills.

Further details from: 020 7278 7172, or by e-mail to cartooncentre@freeuk.com or from the Trust's gallery in the Brunswick Centre, Marchmont Street, London WC1.

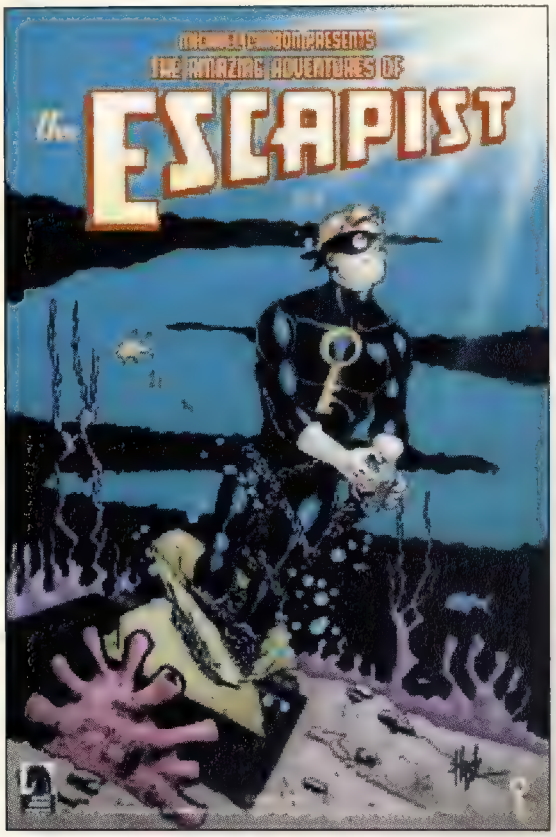
THE THIRD annual Moniaive Comic Festival is to be held over the weekend of September 6-7.

An exhibition is to be open in the week leading up to the event, this year featuring **2000 AD**'s *The Galleries of Justice*.

Further details can be obtained by calling Sue Grant on 01848 200331 or by logging onto moniaive.com.

IBOOKS is to reprint Alex Ross's first comics work.

It is lining up a November release for a trade paperback collecting **The Terminator: The Burning Earth** – a 1990 Now Comics five-parter painted by Ross. This follows its October release of **Terminator 2: Judgment Day - The Official Graphic Novel**, which contains Marvel's 1991 three-part series and its follow-up, **Terminator 2: Cybernetic Dawn**.



MICHAEL Chabon Presents... The Amazing Adventures of the Escapist *may be in the running for the longest comicbook title ever. This quarterly Dark Horse anthology is to spotlight characters from the author's Pulitzer-prize winning novel,* ***The Adventures of Kavalier and Clay****. Although no further details have been announced, each 80-page issue is to feature stories by various writers and artists and set primarily during the late 1930s and early 1940s. Shown above is Howard Chaykin's promo art for the title, which is set for launching next year.*

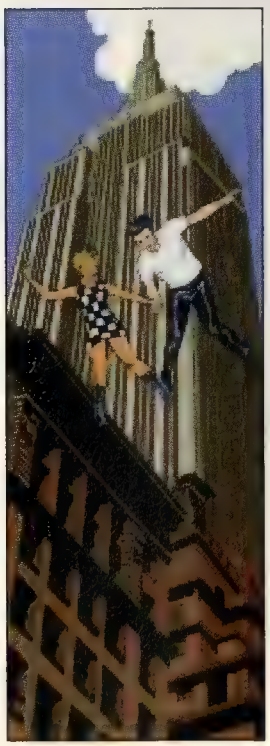
Vertigo to go Vertical in 2004

SUPERMAN writer Steven T Seagle and **X-Statix** artist Mike Allred are planning to change the way people read comics... or at least one title in particular.

The pair, who have had several previous collaborations aborted prior to publication, are producing a 64-page Vertigo one-shot that opens vertically – like a calendar – rather than in the traditional horizontal manner. Designed to be read from top-to-bottom instead of left-to-right, **Vertical** is intended to be released next year.

Taking advantage of the format, the '60s-set special stars Brando Bale, a guy who has a talent for jumping off high places. A love story with Andy Warhol's famed Factory as its backdrop, it also features Zilly Kane, a pop art girl who wants to be a star.

Vertical is being inked by 2001 **Angel and the Ape** artist Philip Bond.



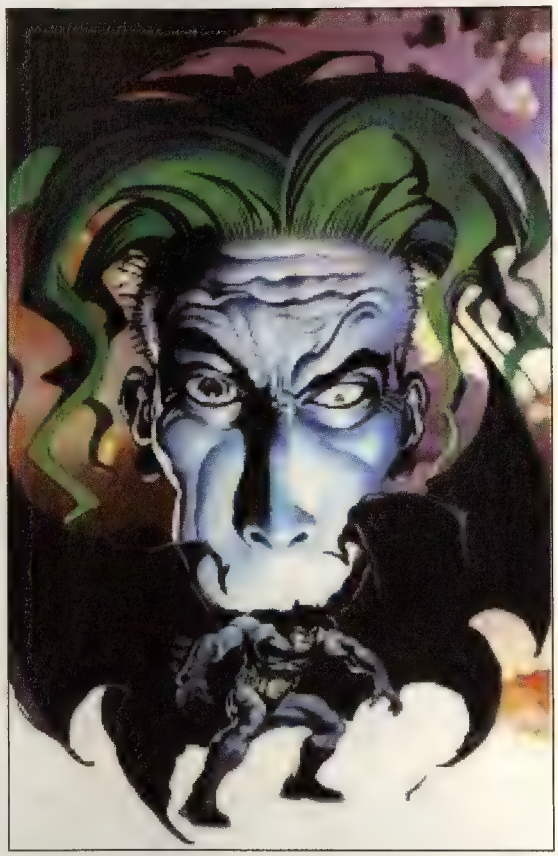
O'Barr back on Crow

JAMES O'Barr is writing and drawing his first story of his resurrected avenger in over a decade.

His return to his signature creation is for an eight-page comic for Dynamic Forces. A black and white one-shot, it is a bonus item to be given away in each box of ***The Crow: The Legacy of Brandon Lee*** trading cards.

The first set of cards dedicated to the cult hero in seven years, its focus is the son of Bruce Lee, who was killed on set while starring in the 1994 *Crow* movie.

Limited to 4,000 boxes – each containing 36 $1.99 packs – the cards feature film stills as well as art by Jae Lee, Dan Brereton, Joyce Chin, John Watson and Matt Busch among others. Chase cards for the set – which ships in September – include chromium and signed cards.



Painter brings Joker to London

MAJOR comics projects have become something of an annual event for John Bolton.

For 2003, the London-based painter is following last year's 96-page hard-cover graphic novel **The Sandman Presents: The Furies** with a prestige format 64-pager that returns him to the milieu of his 1995 three-parter, **Batman: Man-Bat**.

Working with **Nightwing** writer Devin Grayson – with whom he collaborated on 2001's **User** mini – Bolton is bringing the Dark Knight's nemesis to his own back yard in **Batman/Joker: Split**.

Switch opens when the Joker awakens drugged and confused on a London street. He has been mutilated and it is up to Batman to track him down as he searches England for the culprit, leaving havoc and destruction in his wake.

But this time the Joker's really mad and it might take more than Batman can do to stop him.

The story is based on an idea of Bolton's. Refusing to be drawn on details, he did tell **CI** that it was something that had never before been done with the Clown Prince of Crime.

Batman/Joker: Switch*, priced $6.95, ships on October 29.*

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Transformers' history revealed

FAN-favourite **Transformers** writer Simon Furman is to reunite with artist Andrew Wildman for a DreamWave mini that reveals secrets from the robots in disguise's past.

Furman and Wildman – acclaimed for *The Unicron Saga* and their other early 1990s stories for Marvel's **Transformers** titles – are collaborating on **The War Within – The Dark Ages**.

Discussing the October-launching six-parter, Furman told **CI**, "Dark science and mysticism abound in one of the darkest **Transformers** stories to date. Bridging a span of years after the first **War Within** series, **The Dark Ages** takes us into a 'lost' period in the planet's history, one underpinning the entire Generation One mythos. The series will go further than ever before – presenting classic characters in a new and different light."

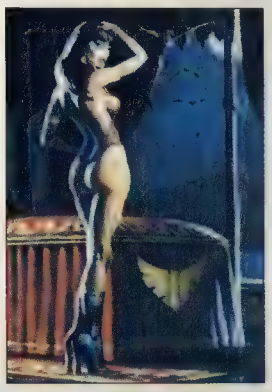
Wildman told **CI**, "The interesting thing about **The War Within** is that it all happens prior to anything that we have previously seen in the Transformers universe. This has meant that all of the characters have had to be retro designed. That is to say that they have had to be reinterpreted as to how they would have looked before they came Earth."

*Above: Don Figuera's art for the wraparound cover edition of the first issue of **Transformers: The War Within – The Dark Ages** six-parter. The cover to the regular edition is drawn by Pat Lee.*

Epic to cut back on creator-owned deals?

IT APPEARS Marvel is considering abandoning the one key aspect of its recently relaunched imprint most likely to be attractive to writers and artists.

Discussing what she referred to as a recent development, editor Stephanie Moore announced that the creator-owner option may no longer be available on Epic titles. "This is being discussed at levels in the company much higher than myself and to the best of my knowledge, nothing concrete has been settled at this point. But what may happen is that creators may instead have the option to sign a new character agreement, which gives the creator financial participation in the character while still giving ownership of the property to Marvel."



*Above: From Mark Texeira's cover art for the first issue of Harris's **Vampirella Magazine**.*

Harris turns clock back for Vampirella

COMICS' original bad girl is about to return to her roots.

After 11 years of comic-book adventures, Vampirella is moving back into a magazine format title.

Emulating Warren's original 1969 formula, the Harris **Vampirella Magazine** will be an anthology, to include cost-effective previews of creator-owned projects from outside publishers. The $3.95 part-colour 48-pager is also to run interviews, with the somewhat overexposed non-Harris writer Alan Moore being the initial subject.

Shipping in October, the first issue contains work by Steve (**Whiteout: Melt**) Lieber and **The Lone Wolf**'s Gabriel Rearte among others.

Monster becomes mobster at Image

NIGHT OF THE MUMMY HUNT
RAIN POURS UPON THE SCENE... BUT IT CAN'T WASH THE BLOOD AND GORE FROM THE STREETS
WHAT DO YOU KNOW ABOUT YOUR DAUGHTER'S KIDNAPPING CRIMES?
LAST NIGHT MUMMY WAS OUT PLAYING WITH THE KIDS IN THE ROAD AND PLAY AT NIGHT
LITTLE TOMMY TODD AND BLAIR MUNIZ WERE THERE
TOK
THEY SAW IT
OH NO!
CRASH!
KNOCK THE DOOR
TOMMY WHEN YOUR FATHER GETS HOME

FOLLOWING the path of Image's **Rex Mundi**, Mark Wheatley is to promote his latest series with an online strip prior to its launch as a bimonthly Image comic.

Described by Wheatley as a cross between the monster and gangster movies of the 1930s, **Frankenstein Mobster** was previewed in the second issue of Image's **Hammer hits China**, the sequel to **Hammer of the Gods** – the Insight title co-created by the **Mars** writer/artist and **Powers**' Michael Avon Oeming.

The series tells of Terry Todd, a murdered police detective resurrected in a patchwork body he shares with three mobsters. While fighting the unscrupulous desires of his 'neighbours', Todd is also struggling to rebuild his relationship with his police officer daughter and protect the residents of Monstros City, a port of entry of US immigrants.

The inhabitants of that city are mummies, vampires, ghouls, giants, changelings, werefolk and trolls. To the 'normals' they are monsters but these Exceptionals – as they call themselves – seek nothing more than a land to call their own, where they can escape persecution and their children can find a better life; just like the minorities that preceded them.

Frankenstein Mobster debuts online on August 1 at *www.sundayfunnies.com*. It begins with a tale that teams up Wheatley's resurrected hero with Vampirella.

The daily strip features a different story from the $2.95 Image series, which premieres on October 1 with issue #0.

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In Brief

X-MEN Unlimited has been cancelled with #50, which shipped on July 9.

Lined up to replace it later this year is another anthology, **Unlimited X-Men**, which is to act as a showcase for novice writers and artists. A companion title, **Unlimited Spider-Man** is set to launch from Marvel at the same time.

ALTHOUGH it has taken over five years to get Mark Millar's **Superman: Red Son** into print, the final issue of the writer's *Elseworlds* three-parter is being delayed by a further two months.

Originally solicited to ship on June 25, the $5.95 prestige format comic has been pushed back to August 27. A DC 48-pager, it is drawn by Killian Plunkett and Walden Wong.

IDW Publishing is following its comics based on CBS's *CSI: Crime Scene Investigation* with a 48-page one-shot based on the spin-off from that TV show.

CSI: Miami – Smoking Gun is written by Jeff (**Desperadoes**) Mariotte and drawn by newcomer José Avilés. Like its predecessor it features forensic scenes illustrated by **Hellspawn**'s Ashley Wood. The special ships in October, priced $6.99.

ONE-TIME **Supergirl** collaborators Peter David and artist Leonard Kirk are developing a creator-owned project for DreamWave.

Understood to be a six-issue series, **Glory B** is currently unscheduled.

MIKE Mignola is developing a project featuring an occult detective. Titled **Joe Golem**, it is unlikely to appear before the writer/artist has produced several more **Hellboy** stories.

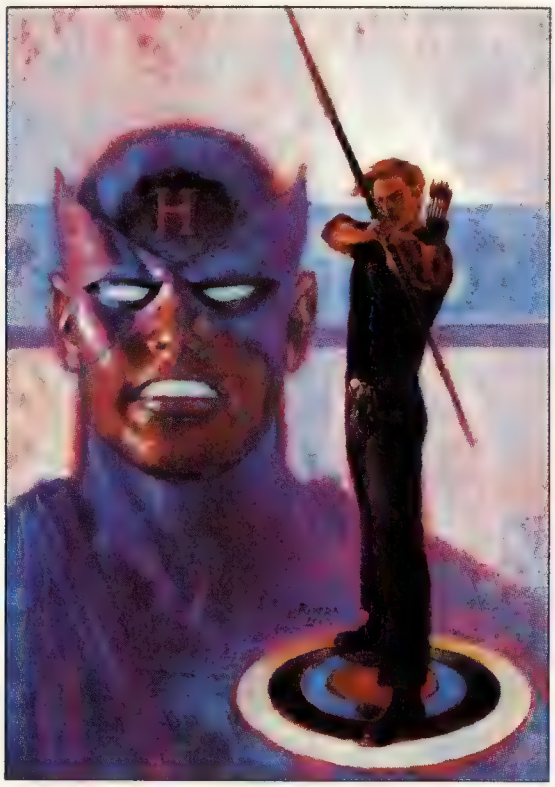
CENTRAL Park Media is giving its manga line a make-over.

Beginning with the October 8 premiere of Tomoko Taniguchi's **Popcorn Romance**, it is adopting the digest-sized format for all its titles. In addition it is standardising the price of these graphic novels at $9.99.

ANDY Diggle and Jock – the writer and artist responsible for Vertigo's recently-launched **Losers** comic – have signed exclusive two-year contracts with DC as has Cliff Chiang, currently drawing Vertigo's **Beware the Creeper** five-parter.

IAN EDGINTON and Luke Ross are to replace Ron Marz and Jim Cheung on **Scion**.

The former **X-Force** writer and the one-time **Spectacular Spider-Man** penciller take over the $2.95 Cross Gen title with #40, which ships on September 17.



Marvel archer takes to road

HAWKEYE is to get a shot at the big time in his first ongoing series in his 39-year career.

The archer's title reunites the former Thunderbolts leader with Fabian Nicieza, who wrote the final 30 issues [#35-74] of the team's 1997 comic. **Hawkeye** is pencilled by Stefano Rafaele, the artist on the writer's Dark Horse four-parter, **The Blackburne Covenant**.

A longtime member of the Avengers – and a founder of the team's West Coast offshoot – Hawkeye has gone it alone before, in 1983 and 1994 miniseries and as the lead feature in **Solo Avengers** [1987]. When asked how his version of the archer differs from these interpretations, Nicieza told **CI**, "You'll have to read the book to understand how it will be night and day from his previous solo outings, and yet also still *completely* and *totally* remain faithful to the character.

"I know Hawkeye very well," proclaimed the writer, who intends making the hero a travelling man. "I love writing him. He is the perfect blend of curiosity, conceit and caring that is required for the kinds of stories we'll be telling in his ongoing series. Tales of second rate losers who are looking to scratch and claw their way towards opportunity or redemption."

*Above: Rob Liefeld's cover art for **Cable & Deadpool** #1. Top: Paolo Rivera's painting for the cover to the first issue of Marvel's ongoing **Hawkeye** comic.*

Cable/Deadpool

"Hawkeye is tremendously visual and his skills are far more singularly unique when depicted against a backdrop of real world stories as opposed to Uru hammers and Quinjets," said Nicieza, who is also developing an ongoing series which will team two of the casualties from Marvel's culling of its mutant titles.

Scheduled to launch in November, **Deadpool/Cable** is drawn by UDON Studios' Mark Brooks.

***Hawkeye** #1, priced $2.99, ships on October 22.*

Movie homage wraps with Wonder Woman

AFTER almost seven years **Superman: Transilvane** writer Jean-Marc Lofficier and artist Ted (**Metropol**) McKeever are winding up their three-part tribute to German cinema

Wonder Woman: The Blue Amazon introduces DC's Amazon Princess into Lofficier and McKeever's 'Metropolis' universe. There she is depicted as a mysterious but powerful captive, held in the sinister Doctor Psykho's Palace of Sin. Although a prisoner, she may well control the destiny of civilisation.

The prestige format one-shot is a 64-page homage to director Josef Von Sternberg's 1930 movie *The Blue Angel* and *Doctor Mabuse: The Gambler* [Fritz Lang, 1922]. It concludes the saga begun in **Superman: Metropolis** [1966] and continued through **Batman: Nosferatu** [1999].

Co-written by Lofficier's wife, Randy, it also features Super-Man and Nosferatu, the stars of the earlier two segments of the trilogy. These were based on Lang's 1926 SF classic *Metropolis* and on Friedrich Wilhelm Murnau's horror masterpiece *Nosferatu* [1921] and *The Cabinet of Dr Caligari*, the 1919 film directed by Robert Wiene.

*Above: Ted McKeever's cover art for the 64-page **Wonder Woman: The Blue Amazon**, the final book in the "German cinema" trilogy he created with writer Jean-Marc Lofficier.*

● McKeever's most recent comics work was Marvel's **Spider-Man: Tangled Web** #18 [2001], which he wrote and drew.

***Wonder Woman: The Blue Amazon**, priced $6.95, ships on September 3.*

*LONDON-based Com.X is looking to complete the six-part **Cla$$ War** it launched in 2002. In limbo for over a year – since the loss of Trevor Hairsine to Marvel after only three issues had been drawn – the Rob Williams-written series is being finished by Travel Foreman [see art above]. The artist, who previously pencilled **Arkanium** #5 for DreamWave has taken over from Cary Nord, Hairsine's original replacement. Com.X anticipates issues #4-6 seeing print before the end of the year.*

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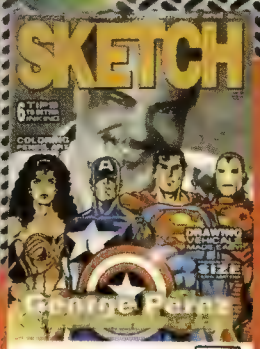

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Moonstone gets Keen

*WildStorm's **Resistance** and **21 Down** co-writer makes his solo debut with psychological thriller focusing on missing persons tracer*

JUSTIN Gray is putting the worlds of science fiction and superheroes to one side to tackle a story with a more realistic foundation.

Best-known as Jimmy Palmiotti's co-writer on WildStorm's **Resistance** and **21 Down**, he is set to go solo on **Mr Keen**, a three-issue *Moonstone Noir* title based on a 1940s radio show. This, Gray told **CI**, featured an elderly man as the central character. "He was something of a watered-down Sherlock Holmes solving rather simple mysteries. Fortunately Joe Gentile, the publisher, approved my radical reworking that changed Keen into an African American. I wanted to make him enigmatic, so we don't see his back-story; we jump right into the mystery."

The black and white series – which is sub-titled **Tracer of Lost Persons** – is drawn by Marvel's **X-Men Icons: Chamber** artist Lee Ferguson. It is described by Gray as a psychological thriller with a noir backdrop. "It's also a story about victims and how they cope with having their lives overturned by the cruelty of another human being. Rather than a straight crime drama or missing person's story, I wanted to explore some of the ideas I picked up during conversations with an actual private detective."

David Lynch

Gray said the detective he spoke to told him the job is not nearly as glamorous as it appears in film and TV. "That much seems obvious, but the patience involved, the hours and the skill are all interesting to me. We discussed the fact that it's very difficult to work alone, that most people need help and a good detective can mastermind a group of people collecting evidence. I put that idea into the story."

Addressing other aspects of the New York-set series, Gray continued, "The mood is clearly dark because of the subject matter, but I wanted to inject some of the sensibilities that David Lynch uses in his films. The idea of interweaving dreams and reality appeals to me and I experimented with it a lot in this story."

*Above and left: Lee Ferguson interior pages from the first issue of Moonstone's **Mr Keen: Tracer of Lost Persons** three-parter.*

Concept reversal

"Fortunately, Lee was also in the same frame of mind when he took the gig. His artwork pushed that idea further," added Gray. "At the core of the story is the very real and very tragic impact that crime has on people. The hero and the villain in most stories tend to be more interesting than the victims. In most cases the victim isn't much more than a catalyst, but I tried to reverse that concept.

"Lee and I took some risks with this project and that's one of the great things about comics – the ability you have to tell a story from a personal point of view," he concluded.

***Mr Keen: Tracer of Lost Persons** #1, priced $2.95, ships September.*

Loeb and Sale take Hulk back to grey

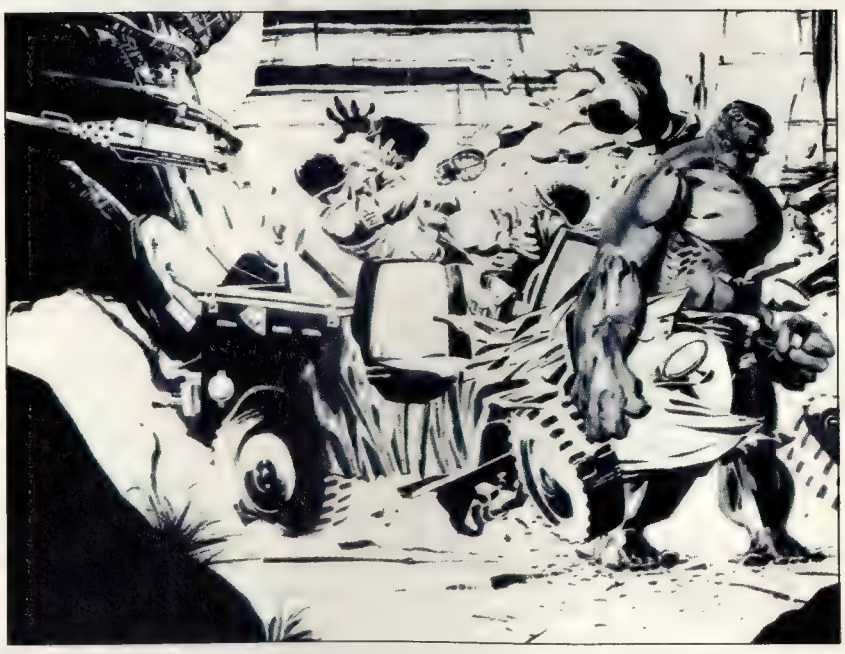
HAVING already done their own take on the early careers of Spider-Man and Daredevil, the creators of the *Marvel Spectrum* series are planning to explore from a different angle the first days of the creature often referred to as the Green Goliath.

But the Hulk was grey when he first appeared in 1962 and that is the colour writer Jeph Loeb and artist Tim Sale have designated for their follow up to **Spider-Man: Blue** and **Daredevil: Yellow**.

Following the style of its predecessors, the six-issue **Hulk: Gray** uses a contemporary framework to reveal previously unseen moments as well as expand upon a pivotal point in the behemoth's past. In this case, the creative team has chosen the days immediately after Bruce Banner's first transformation.

Loeb asserts that Stan Lee and Jack Kirby created something that was more than just **Jekyll and Hyde** and the duality of human nature. "The Hulk had an agenda, as foggy as it could be, and that's where we begin. What did the Hulk want and why?"

***Hulk: Gray** #1, priced $3.50, ships on October 15.*



*Above: A Tim Sale double-page spread from the first issue of Marvel Knights' **Hulk: Gray** six-parter.*

Kramer vs Kramer

YOU WOULD be forgiven for thinking Don Kramer is the latest overnight success but the artist has been drawing comics for some years.

Now, following a fill in on DC's **Hawkman** [#14] the artist who includes Caliber's aborted 1998 **Kilroy** series among his credits has three major projects surfacing almost simultaneously.

Up first on August 13 is the launch of **Doctor Fate: The Curse**. Written by Christopher Golden, the $2.50 DC five-parter is set to go head to head with his **Startling Stories: The Thing – Last Line of Defense**, a 48-pager which hits the shelves two weeks later. A $3.50 Marvel one-shot Kramer drew over a year ago, it is written by Ron Zimmerman.

Kramer then moves on to his first regular series.

Joining series writer Geoff Johns, he is to take over as penciller of DC's **JSA** with effect from the $2.50 #52, which ships on September 10.

*Pictured: Don Kramer pencilled interior pages from **Doctor Fate: The Curse** #4 (above) and **JSA** #52 (left).*

Al Hartley 1922-2003

AL HARTLEY died on May 27 after undergoing heart surgery. He was 81.

Best-known for more than three decades of work for Archie Comics, he also illustrated Marvel's **Patsy Walker** and one superhero story – *Thor* in **Journey into Mystery** #90.

A committed Christian, after leaving the comics industry he wrote children's books and – in the 1970s – illustrated 59 one-shots for Spire Christian Comics, among them adaptations of such movies as 1972's *The Cross and the Switchblade*.

He is survived by his wife of 61 years, Hermine; his mother, Hazel, 101; two children, six grandchildren and five great-grandchildren.

Golden Age writer

WILLIAM Woolfolk died in Syracus on Sunday, July 20 of congestive heart failure at the age of 86.

One of the most highly regarded Golden Age comic-book writers, Woolfolk was born in New York in 1917. He started writing for the MLJ – later Archie – line of titles in 1941 but swiftly moved on to working for a number of publishers, notably DC, Quality, Timely – now Marvel – and Fawcett. He was responsible for the 1940s and early 1950s adventures of numerous superheroes, among them Superman, Batman, Captain Marvel, Blackhawk, Captain America and the Spirit.

*Above: From the cover to Spire's **Hansi, the Girl who Loved the Swastika** [1973]; Al Hartley art.*

Woolfolk dropped his comics work in the 1950s and turned his attention to other forms of writing. The author of 19 books, he also wrote magazine articles and television scripts.

In the 1960s, he was head writer and story editor for *The Defenders* TV series.

Woolfolk is survived by his son and daughter and four granddaughters.

Dark Horse goes Epic

LIKE Marvel's Epic imprint, Dark Horse is opening its doors to unpublished creators.

Publisher Mike Richardson is actively seeking submissions in a bid to find new talent. He has placed house ads in his comics announcing, "Mike wants you! For the Dark Horse Army!"

For further details interested writers and artists should click the 'New Recruits' button at *darkhorse.com*.

CI #160 competition winners

IN **CI** #160, five readers were offered the opportunity to each win a lifetime subscription to **CI**. All they had to do was make the most accurate (or wittiest) guess about the content of the then-secrecy shrouded new Neil Gaiman series, **1602**. Lots of readers went for the same joke, *I think **1602** will be about...* 22 pages plus ads. But the lucky winners, who either impressed or made us laugh out loud were:

Time travelling hitmen with teapots for legs, but they've always got the hump because their fridge doesn't work. **Darren Abbiss, Catford**
Staring! Pointing! Frowning! A storm blowing through the originality of the Marvel Universe. **Mark Badham-Moore, Cambridge**
The 225 Roanoake settlers in Virginia who disappeared and what happened to them. **Anthony Dare, Cardiff**
Times of execution in an atmosphere of the Inquisition. Marvel heroes we know well appear as strange gifted people. **Luigi Lampetti, Fano, Italy**
Some jaspers causing a right old stink. **William Keen, 9 Stanwell Drive, Westwa**... I haven't won, have I?

Yes, William, you have! Quitting in the middle of your address but sending your entry in anyway has to be the most original approach ever. Now, do you think we can have the rest of your address please?

Reader votes scored the 10 most popular sections of **CI** #160 as:

1 News International (23.5%)
2 Reviews (16.6%)
3 Advance Listings (7.5%)
4 Comment (6.9%)
5 Frame to Frame (6.5%)
6 Movers & Shakers (5.9%)
6= Letters/Comic Cuts (5.9%)
8 NetWorks (5.2%)
9 Novel Graphics (4.9%)
9= Sez Dez (4.9%)

The highest scoring section as the least popular feature was once again "None, they're all fine" – very encouraging at 31.5%, with Events Guide as the runner-up at 21.1%. So don't you plan to go out... ever?

In Brief

JIM LEE may not be returning to **Batman** as planned.

Instead it is being reported that the WildStorm head is to draw **Superman** beginning next March. He is to be joined on the DC title by **100 Bullets** writer Brian Azzarello.

ALTHOUGH Com.X announced a **Silent Hill** graphic novel as its first project, the rights to adapt the hugely successful Konami computer game have now been acquired by IDW.

The San Diego-based publisher has yet to announce its plans for the tie-in but Com.X's never published version is unlikely to feature among them.

MIKE Ploog is returning to comics to draw a monthly series for CrossGen's Code 6 imprint.

The artist, lauded for his work on such Marvel 1970s horror titles as **Frankenstein**, **Man-Thing** and **Werewolf by Night**, is to pencil **Abadazad**.

Created and written by J M DeMatteis, the comic follows a teenage girl as he searches for her younger brother who disappeared five years previously. Said to be in the tradition of **The Wizard of Oz** and **The Chronicles of Narnia**, the $2.99 title launches in December.

WRITTEN and pencilled by Jim Starlin, **Thanos** is an ongoing series that follows on from the writer/artist's recent **Marvel Universe: The End** mini.

Inked by Al Milgrom, the first $2.99 issue hits the shops on October 1.

IN A surprising move **New X-Men** writer Grant Morrison has signed an exclusive two-year contract with DC.

His first project under the deal is **Vinamarama**. A Vertigo series, Morrison describes as an Islamic sci-fi love story. It is drawn by Philip Bond, while most of the other projects the writer is developing for DC are to be illustrated by his former **New X-Men** collaborator, Frank Quitely. Among them is a creator-owned Vertigo title and a DC Universe comic.

No announcement has been made as to how Morrison's departure will affect the Marvel title although it is understood his last issue is to be the April-shipping #154.

WRITER Brian Michael Bendis is to bring **Alias** to an end in November with #28.

He is winding up the MAX comic so he can relaunch series' star Jessica Jones in **The Pulse** – a regular Marvel Universe title, which begins in November.

It is believed that **Alias** artist Michael Gaydos is to move across with Bendis.

Wanna play?

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Epic resurrection for Iron Man foe

THE **CRIMSON Dynamo** is being revived as the star of his own ongoing Epic series.

Although the former Communist hero is one of Iron Man's earliest foes, his resurrection by writer John Jackson Miller and **Jezebelle** artist Steve Ellis is not strongly linked to the past.

The comic is being editorially packaged for the Marvel imprint by Destination Entertainment's Marc Patten, who told **CI**, "While this series is definitely set in current Marvel continuity, it isn't bludgeoned by it.

"Yes, this is the same world as Iron Man and the Avengers run around in, but if Kang decides to take the world hostage again, we don't necessarily have to play in that sandbox," he explained. "John's hope is that he can shape Marvel Russia into something that defies the stereotyping of the past. The settings will be real, the building reference is real, and the inspiration of the themes of some of the propaganda themed covers are all taken from the news past or present."

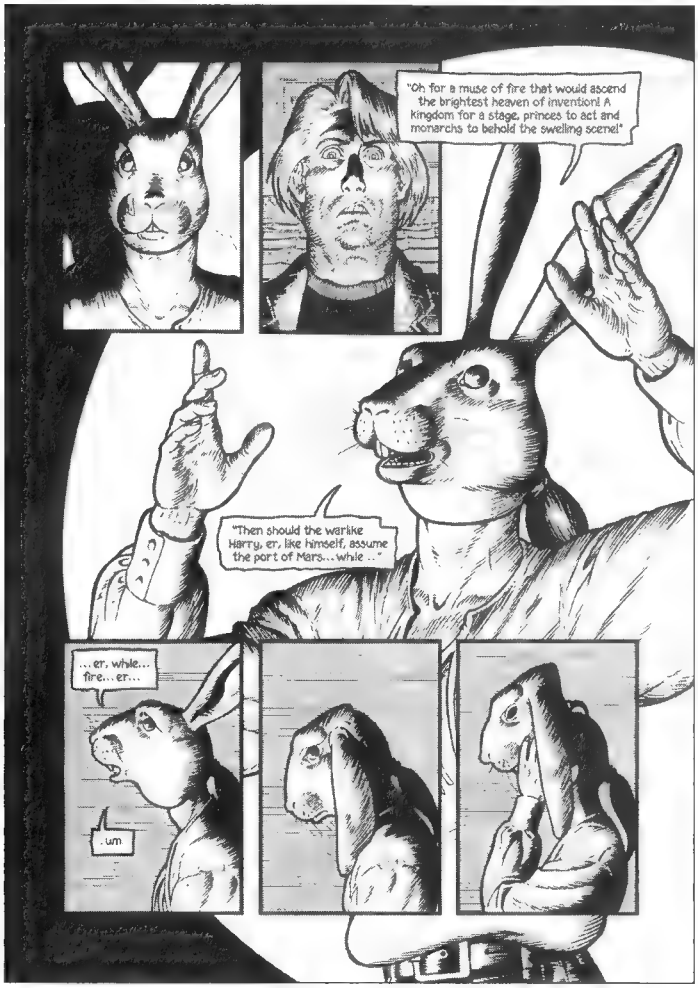
Patten added that their slogan for

the series is: *Crimson Dynamo: Power Politics for a New Generation.*

Originally set to launch on July 30, the premiere of the $2.99 series has been pushed back to August 27.

● Miller is editorial director of **Comics Buyer's Guide**. **Crimson Dynamo** is his first comics work but he is also taking over **Iron Man** scripts with #73.

Above and top: Steve Ellis ***Crimson Dynamo*** *art.*


"Oh for a muse of fire that would ascend the brightest heaven of invention! A kingdom for a stage, princes to act and monarchs to behold the swelling scene!"
"Then should the warlike Harry, er, like himself, assume the port of Mars... while ..."
...er, while... fire... er...
um

Upmarket zine leads with Alice

JAMES A Owen's Coppervale International is planning to launch three magazines which, the **Starchild** creator somewhat pretentiously says constitute the practical expression of the philosophy Coppervale calls the Romantic Underground.

First up is the relaunch of the hundred year-old arts and culture magazine, **International Studio**. To be published 10 times a year and running 64 to 96-pages, the title returns in August with a $14.95 issue that includes fantasy artist James Christensen and **Strangehaven**'s Gary Spencer Millidge among its subjects.

The second issue of the large format series is to feature **Conan the Barbarian**'s Barry Windsor-Smith and longtime Disney painter Herbert Ryman among others,

Alice in Sunderland

A second relaunch follows in October with the return of the classic fiction magazine **Argosy**. It will contain stories by such authors as Michael Moorcock and Harlan Ellison with interior illustrations by Steve (**Nexus**) Rude.

Each two-volume issue of the 200-page slipcased quarterly trade paperback is priced $12.

The monthly **Words and Pictures** is to be launched next Spring and will serialising **Alice in Sunderland**, Bryan Talbot's first major work since 1999's **Heart of Empire**. Other contributors include Paul (**Concrete**) Chadwick and Mike (**The Badger**) Baron.

Above and top: Art from Bryan Talbot's Alice in Sunderland *which is to be serialised from the first issue of* ***Words and Pictures*** *magazine.*

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Being Frank, it's Miller Time

Novel Graphics by Paul Gravett

Highlighting the latest and best in graphic novels

AUTUMN in Vermont. Dense woodlands become a fiery kaleidoscope of reds, oranges, yellows. This was the tranquil setting in Smallville America where Frank Miller was raised a Catholic, comicbook freak and dreamer. Into his teens he lost interest in superheroes and turned instead to crime, absorbing the genre's masters and crafting his first amateur efforts.

To this 19 year-old country boy, moving to the real mean streets of New York City in 1976 was a rude awakening.

Muggings, robberies and murders were not the stuff of fiction or Gotham City anymore, but on his doorstep, in his face. "I had to adapt to survive and that involved some changes inside myself, changes which contributed to the macho fantasy of the street vigilante."

He also had to adapt to survive in the struggling comics business. Nobody was publishing crime comics back then. The only game in town was superheroes, so Miller taught himself and in the spring of 1979 he landed the pencilling assignment on a languishing Marvel B-feature, **Daredevil**. Taking over the writing chores, Miller stripped **Daredevil** back to its essence of a lone blind man fighting for justice as a lawyer and costumed vigilante and retuned it into the crime comic he had always wanted to draw.

Not since Jim Steranko and Neal Adams had anyone applied such an armoury of storytelling techniques to superheroics. Miller had studied their work and that of the artists who had inspired them, Will Eisner and EC Comics pioneers Harvey Kurtzman, Bernie Krigstein and Johnny Craig. Miller exploded the whole page and double-page spread, breaking down the action into flow charts of multiple panels, horizontal and widescreen, vertical and kinetic.

It was not long before Miller realised the folly of insisting that his comics function purely as film. Still, his impact on **Daredevil** and **Wolverine** resulted in his being head-hunted by rivals DC, who gave him virtually carte blanche in 1983 to create whatever he wanted.

Martial arts and Japanese comics, especially Kazuo Koike and Goseki Kojima's **Lone Wolf and Cub**, were exciting him and surfaced in **Ronin**, his under-rated cross-genre samurai/science fiction saga.

He also incorporated discoveries from French bande dessinée geniuses Moebius and Bilal. While on **Ronin**, Miller came to understand that everything in a comic must serve the narrative purpose, that each panel must move the story forward. Comics are not storyboards, animatics, flip-books or poor man's film; they are their own language.

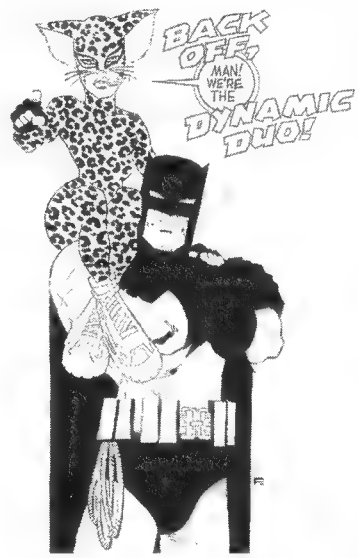
I remember talking with Miller back in the early Eighties when he was a guest at Italy's prestigious comics festival, Lucca. He was in comics heaven. He had just met Hugo Pratt, godfather of **Corto Maltese**, and erotic maestro Guido Crepax and enthused to me about their work, the sophistication and production quality of

European albums, the possibilities of bringing some of that to American comics.

Miller did just that and much more in **Batman: The Dark Knight Returns**. Today we're blasé about fancy prestige formats, but in 1986 Miller's four-issue series looked like nothing else before it in mainstream superhero comics: squarebound, card covers, 48 pages, fully painted colour, bleed printing, glossy paper, sharp design.

The contents were equally revolutionary. After 10 years, Batman, ageing, granite-faced, his costume and stomach sagging, comes out of retirement. Nothing, not even the law, will stop him taking his personal vendetta against criminals onto Gotham's streets.

Miller's dense, 16-panel grids instil claustrophobia and an adrenaline-pumping pulse, punctuated with larger images and full-page shots, nearly all on left-hand pages to maximise surprise. In this intense, satirical and very dark bestseller, Miller provided the blueprint others would follow in comics, films and beyond.



Opposite page: Frank Miller *Above:* The revamped Batman and Robin/Catwoman from **The Dark Knight Strikes Back**.

For him, writing Batman was dealing in legend, in folk tales, reviving the sweeping romanticism, the magic, that had been lost.

Still burning inside him was the desire to rejuvenate crime comics and in 1993 Dark Horse gave him the opportunity. His **Sin City** series comprises some of the hardest-boiled American graphic novels in the genre. Part Jim Thompson, part manga – visceral and violent – most are mercifully illustrated in black and white, sometimes accented with one thematic colour. Never subtle, almost funny in their studied machismo and sleaze, they are irresistibly manipulative.

Space sadly does not allow me to survey Miller's writings for other artists, but praise should go to his truly gifted colourist and wife Lynn Varley. They were reunited on the baroque Daredevil tragedy **Elektra Lives Again** and then the unlikely historical epic **300**. The latter was a richly painted, bombastic portrayal in landscape-format of the men who fought and died at Thermopylae. In many places the illustrations conjure up Frank Bellamy's bravura *Heros the Spartan* in **Eagle**.

Somewhere Miller described his much-anticipated return to Batman, last year's **Dark Knight Strikes Again**, as a "dope slap". He was bound to disappoint readers looking only for more of the same. 15 years have passed and Miller has different techniques and agendas for **DK2**. His imagery is harsher, more caricatured and irreverent.

Varley's moody watercolours are replaced by jarring, deliberately lower-res cybertextures. These suit his leaner, meaner and often laugh-out-loud satirical writing.

If anything, **DK2** stokes **DK1**'s satire of political corruption, flabby liberalism and media babble to wilder extremes. Looking like a beaten-up Popeye, Batman plots to restore hope and rescue his fellow superheroes from exile and abuse.

This resurrection allows Miller's taste for the romantic and operatic to mix with a subversive joy at the surrealism of DC lore. Miller has the nerve to play with all the toys, but Batman is the story's beating heart, scheming in the shadows.

As for its politics, Miller once declared, "Batman is an activist, a terrorist. I don't write for ideologues. I'm a cartoonist and everybody's fair game."

Thankfully, PC is something that Miller will never be.

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For Sale sign on Artisan could tempt Marvel back into financial deep water

Mike Conroy's Frame to Frame

Charting the latest news between films and comics

IT'S ONE of those things that makes a lot of sense on one hand and little sense at all on the other. You know you shouldn't try to spend your way out of financial difficulties but when you can see the light at the end of the tunnel, a tempting investment is pretty hard to turn down – especially when it's one that has the potential to make plenty of money off your properties.

That's the kind of dilemma that Marvel is rumoured to find itself in at the moment.

Although it's not completely out of the woods yet, it's making its way slowly but surely away from the bankruptcy abyss it was staring into just a few short years ago. Then Artisan Entertainment goes on the auction block. And that's a big deal.

Forget whether or not you believe the comicbook movie boom could go bust at any moment, there are those who believe there's still gold in them thar hills and the production company responsible for *The Blair Witch Project* has its hands on 15 little Marvel mines.

So what do you do if you're Marvel? Look away and let someone else stake a claim or see if you can rustle up the readies?

Maybe it would be better to learn from the lessons of the past and let it go. After all, it was acquisitions – along with some *really* bad business decisions – that helped get the House that Stan and Jack built in a mess in the first place.

Just think of Marvel buys during the early 1990s. Malibu. SkyBox. ToyBiz. Fleer. And Heroes World... part of its plan to control its own distribution resulting in nearly the end of the direct market and possibly many US comics publishers.

But it couldn't happen again. Could it?

Well, while it's unlikely, Marvel's bid for Artisan is being spearheaded by Marvel Studios chief executive officer, Avi Arad.

He's the guy who, with ToyBiz head Ike Perlmutter, helped turned Marvel's fortunes around. He's also responsible for making sure the recent spate of Marvel movies have been up to the mark.

It is said Arad wants to expand the existing relationship with the studio and he seems to have his head screwed on.

But there's always a but...

Millions in debt

Artisan is being auctioned and the final price is likely to exceed $300 million. That buys everything including the Marvel rights and the assumption of $85 million of Artisan debt. And debt is something Marvel knows all about... its still got $151 million of its own.

But according to its last fiscal return, Marvel has only $54 million readily available in cash – I should be half so lucky – so it will have to borrow again if it's going to lay its hands on Artisan.

Of course, it could offer stock options but that would probably mean paying substantially more for Artisan even though it could leave Marvel's liquid assets untouched.

Ant-Man and more

Artisan's current deal covers 15 Marvel properties, although Thor and Captain America are the only really big guns.

And speaking of big guns... The Punisher is the only one in the pack that's making any progress.

With Thomas Jane cast in the title role and John Travolta on board as the main villain, the movie started shooting in Tampa, Florida at the beginning of August. *Die Hard: With a Vengeance* scripter Jonathan Hensleigh is in the director's chair.

Others being lined up for movie, TV or direct-to-video treatment by Artisan include Morbius, Deadpool, Black Panther, Man-Thing, Iron Fist and Ant-Man.

There were 20 initial bidders for Artisan. Marvel is one of the final

A FISH of a different colour is Sharkman. A superhero who has yet to make his comicbook debut, he's the creation of screenwriter Ron Shusett – whose movie credits include Alien, Total Recall *and* Minority Report, *actor/writer Michael Town, ex-**Penthouse Comix** editor David Elliott and **Superman vs Terminator** artist Steven Pugh* [see art above]. *Shusett is currently developing a* Sharkman *movie while Elliott and Garry (**Miracleman**) Leach are to premiere the underwater crimefighter in their forthcoming revival of Atomeka Press's **A1** anthology.*

three. It's wait and see time.

More big guns

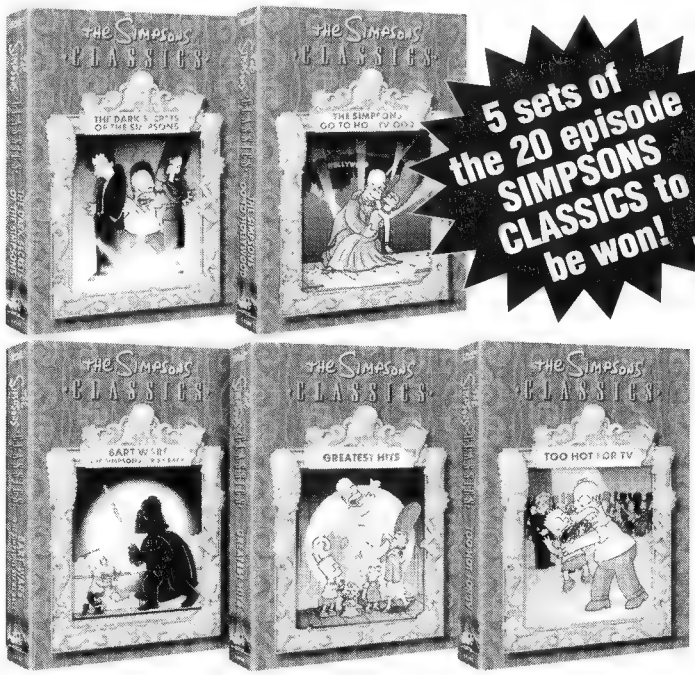
Getting back to Marvel and big guns... another project that's moving along is *Deathlok*, which Paramount is developing. *Die Another Day*'s Lee Tamahori is on board to direct a script that's a bit away from either of the cyborg's comicbook incarnations.

According to reports, it's the story of a suburban family man who is unwittingly made a test subject for technology research that slowly turns him into a living computer.

Things, however, aren't looking so good for Twentieth Century Fox's *Fantastic Four*, which was being set up for a Christmas 2004 premiere. Director Peyton Reed has bailed.

Don't know whether that's a good thing or bad but it's not going to help the film hit its opening date. It's likely to be FX heavy and that all takes time, as does finding a cast. Which hasn't happened yet.

Among the 15 Marvel characters under option by Artisan Entertainment are Deadpool (above) and Morbius (left).



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Please also complete the following:
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___ COMMENT
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___ NOVEL GRAPHICS
___ FRAME TO FRAME
___ BIFF'S ILLUMINATIONS
___ ADVANCE LISTINGS
___ NETWORKS
___ Q AND A
___ REVIEWS
___ PANEL BEATERS
___ COMICS ECONOMICS
___ LETTERS/COMIC CUTS
___ ADVERTISEMENTS
___ COMPETITION
___ IN THE GUTTER

PLUS... which of the above is your LEAST favourite, the one you skipped and wish we'd replaced with a new contender for the top spot:

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Having the Best Job in the World

Talking Shop with Stephen Holland

Reminding people there's a real mainstream out there

I'VE GOT the best job in the world.

You don't believe me? You think comicbook creators have the best job in the world?

No way – the pressure they're under to find new ways of keeping you lot entertained? I don't envy them. And I should know, I've already started this column 27 times and I'm not past the second paragraph yet.

See, it's much easier to read, review and then sell this stuff than it is to create it. The role of the retailer is – well, it's like being a bloody pirate or a cuckoo. We earn our living off other people's toil and dedication. They create the stuff, and we get to feast off it, personally and financially.

No, I've got the best job in the world: comicbook retail.

And judging by the number of eagle-eyed vultures circling Page 45, ready to swoop down and replace me the second that the booze and fags finally finish me off, a whole load of you seem to agree with me.

Your own shop, where you love what you sell, set your own standards, make your own rules, design your own windows... Where every week is Christmas, with boxes of new comics to rip into, rack, then read. Where every other minute someone comes through the door, as enthusiastic to be there as you are...

It's not like other retail. No mardy customers to torment underpaid staff and complain to management behind our backs. Everyone who wanders into this shop either shares our passion for this medium, or they will by the time we've finished with them. And, if we've done our job properly, everyone leaves a lot happier in spite of being a great deal poorer.

That's where the riches lie. Not in the cold cash. I mean, obviously, we're a business. No retailer's going to be there to make you happy without your custom. But the rush of introducing someone to a new title, or introducing someone new to the medium... and then the smile when they return and you've got it right? That's irreplaceable. The positive cycle keeps us all buzzing, in front and behind the counter.

And yet...

Comic shops can be a lot like independent record stores.

They can be oases of enthusiasm, with personal service, a shared passion, and a mutual sense of loyalty between the customer and staff.

On the other hand, they can be arrogant and cliquey. Mean spirited. Elitist.

There's one record shop in town that should be my personal heaven, because that's my other main passion: music. But it stinks. No matter what I seemed to buy with my hard earned money, I'd get sneered at. My musical tastes were beneath them. Or they'd heard it first. I'd get sneered at, basically, for paying their wages. I don't shop there now.

Similarly there was a guy at a large comicbook chain in town who was notorious for slagging off comics he didn't like when readers presented them to him at the counter. He'd treat unsure parents with dismissive contempt, or lay into people purely because they were into sci-fi. Lord, he should have looked at the name of the company he was working for! (And then, when he was finally let go and set up a standing order with *us*, it amounted to **Doctor Who Monthly** – the sheer hypocrisy! And now that I think about it, he never did pick the buggers up!)

"It's much easier to read, review and then sell this stuff than it is to create it."

The point is, what sort of a way is that to treat customers? And how much fun can that actually be? He never seemed happy. I don't know what people get out of treating people like dirt, but it can't be satisfaction, less still happiness. It's a vicious spiral, not that positive cycle. How wrong-headed is that?

Me, I'm euphoric. I might not get it right all the time, but which other businesses are so personal that you'll actually get e-mail from customers who take the time and effort to thank you for recommendations, past service, or, in the case of a couple of kids, just treating them like adults?

I'm a very lucky boy. Don't think I don't know it, this is a privilege. And I've just been given another one.

My brief, for however many months Dez indulges me, is to talk about comicbook retail for **CI**. Things you may or may not be aware of: signings, service, standing orders, reorders, stock control, *customer* control, and how the comics reach you – or don't.

I want to break a few barriers. It may take treading on a few toes, but I want to instigate a raging debate about what you expect from your local retailer, what you get, and what you'd like to see us do about improving our service – not just to you, but to the world at large.

You see, the one common factor we all share is our shopping experiences. And it's obviously important to you, if the **CI** letter columns of the last few years are anything to go by. You all disagree on which comics are best, and that's going to happen. But you can all unite on the standards you expect from your local shop, and you all seem to unite on what you'd like to see: a comicbook heaven on earth where the population of a comic shop has truly begun to reflect that of the real world.

And that's the other reason I'm here. Page 45 already lives in that world.

A world in which 40% of our customers are women. A world in which the Average Jo walks in to find his curiosity piqued. A world in which we sell a shedload of superheroes to loyal and savvy customers, but tons of other stuff on top of that to new people as well.

Amongst her top fifty reasons why a creator should sign at Page 45, Jeremy Dennis specified that we had the best looking customers in the world.

Never heard of her?

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Compiled by Jim Hannah

The following are 32 page colour titles unless stated

ON SALE FROM

SEPT 3

Dark Horse

Go Boy 7: Human Action Machine 3 (Tom Peyer & Jon Sommariva + Kris Justice) When a top secret spy satellite starts to behave erratically and endangers the human population on the Earth below, Go Boy 7 and Jett Girl are sent to investigate. $2.99

Oh My Goddess! 101 *(Dr Moreau* 2 of 5; Kosuke Fujishima) A mad professor at Keiichi's technical school, obsessed with robotics, chooses to play God, giving momentum to a bunch of silly hi-jinks and rambunctious rocket punches. b&w $2.99

Star Wars: Clone Wars Vol 2 – Victories and Sacrifices (Haden Blackman + John Ostrander & Tomás Giorello+ Jan Duursema; tpbk) New Separatist threats, ranging from deadly biological weapons to unkillable alien bounty hunters, have the loyalist Jedi and their clone troops pushed to their limits. 120pg $14.95

Star Wars: Empire 13 *(Darklighter* 4 of 4; Paul Chadwick & Doug Wheatley + Chris Chuckry) Reunited with his boyhood friend Luke Skywalker, Biggs faces what will prove to be the adventure of his life – and his death: the assault on the Death Star. $2.99

one-shot **Usagi Yojimbo: Duel at Kitanoji** (Stan Sakai; tpbk) Usagi becomes embroiled in a dispute between Koji and a local fencing school. Along the way, Usagi discovers a devastating secret – a weakness in Koji's style. It's a secret that could save his teacher's life, but at the cost of his own honour. 224pg b&w $16.95

DC Comics

one-shot **100 Bullets: Six Feet Under the Gun** (Brian Azzarello & Eduardo Risso; *Vertigo;* tpbk) Reprinting 100 Bullets #37-42. Behind each of the six stories, the war between Shepherd and Graves continues to escalate, and the uneasy alliance of the 13 Families continues to fracture. Mature readers. 144pg $12.95

Action Comics 807 (Joe Kelly & Pascual Ferry + Cam Smith) Mia, the Supergirl from the pages of Superman, joins the fight along with Natasha Irons and Girl 13. The trio sets out to stop a mysterious assailant who has delivered a near-fatal blow to Superman. . $2.25

Arkham Asylum: Living Hell 5 (of 6; Dan Slott & Ryan Sook + Wade Von Grawbadger) As if rioting supervillains weren't bad enough, Arkham Asylum now has a new, deadlier menace to contend with. With demons picking off both guards and inmates, it's time to bring in an expert: Jason Blood! $2.50

The Authority 5 (Robbie Morrison & Tan Eng Huat; *WildStorm)* A giant monster is rampaging through a major metropolitan area, but the reality of the situation may be more horrifying than the monster itself. Mature readers. .. $2.95

Bad Girls 2 (of 6; Steve Vance & Christine Norrie + J. Bone) At an out-of-control pool party, Lauren is torn between loyalty to the cool schoolgirls and sympathy for her geeky friend Ronald – who's hatching his own mysterious plan. $2.50

DC/Marvel: Crossover Classics IV (various; tpbk) This volume collects Green Lantern/Silver Surfer: Unholy Alliances, Darkseid vs Galactus: The Hunger, Batman & Spider-Man, and Superman/Fantastic Four. 224pg $14.95

Detective Comics 786 (Ed Brubaker + Rick Spears & Patrick Zircher + Aaron Sowd) Batman and the JSA's Green Lantern Alan Scott get into a race against time to save James Gordon from a homicidal maniac. 40pg $2.75

Extinction Event 3 (Robert Weinberg & Brett Booth + Sal Regla; *WildStorm)* The Dinosaurs have been awakened and are running rampant through the camp. Who will survive, and who will fall prey to the most advanced predators ever to inhabit the earth? $2.50

Formerly Known as the Justice League 3 (Keith Giffen + J.M. Dematteis & Kevin Maguire + Joe Rubinstein) The heroes formerly known as the Justice League have no time to get down to business when JSA villainess Roulette captures the former Leaguers to prepare them for a fight to the death. $2.50

one-shot **Green Lantern: Emerald Twilight/New Dawn** (Ron Marz & various) Combining the events of the New Dawn and Emerald Twilight trades, from Green Lantern #148-155. Witness Hal Jordan's last stand, as he collapsed into insanity and became Parallax, an unstoppable force. 192pg $19.95

Harley Quinn 36 *(Behind Blue Eyes* 4 of 5; A.J. Lieberman & Mike Huddleston + Troy Nixey) At last, the truth is revealed about Amanda's parents: why they hid valuable information with her, and how to retrieve it. $2.50

Hawkman 19 (Geoff Johns & Scott Eaton + Ray Kryssing) During an archaeological dig within the country of Kahndaq, Black Adam comes to his former ally, Hawkman, to bring a halt to the excavation. But why is the dig so important to Black Adam? $2.50

JLA-Z #1 (of 3; various) Featuring the first of a triptych of covers by Phil Jimenez this issue includes villains and heroes from Amazo to Green Arrow, and features artwork by Batman's Jim Lee, Superman's Scott McDaniel and indie comics artists including Jeff Parker (The Interman). $2.50

JSA: All-Stars 5 (of 8; various) Rick Tyler has struggled to take hold of his father's legacy as the original Hourman, and after years of failure he's finally succeeded... or has he? $2.50

Justice League Adventures 23 (Chris Sequeira & Min S. Ku + Rob Leigh) After so many failed attempts to conquer the world, Kobra finds that his legion of believers is evaporating. In order to renew the faith of his followers, he comes up with his grandest scheme yet: Kill the Justice League live on TV! Let's hope Big Brother's Lisa doesn't scupper his plans with her unstoppable Two Fingers of Death. $2.25

Looney Tunes 106 (various) Bugs Bunny poses as Marvin the Martian's Supreme Commander, Witch Hazel hunts for mouse tails, and Tweety vies with Sylvester for an acting award! $2.25

Mad Magazine 434 (The Usual Gang of Idiots) Buy this magazine and your days will be brighter, your smile wider, and your pocket lighter. 48pg $3.50

Robotech: Love and War 4 (of 6; various; *WildStorm)* The Zentraedi have targeted the Micronian fighter aces for elimination as Miriya and Max face each other for the first time in death-defying combat! $2.95

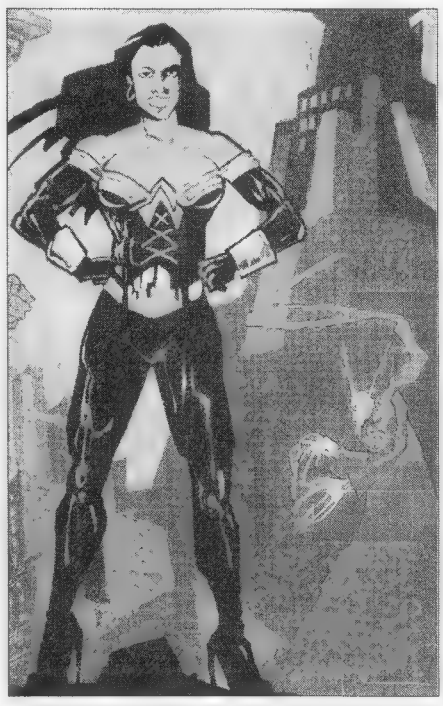
one-shot **Superman/Batman Secret Files 2003** (various) An unexpected champion plays a decisive role in the superpowered war on terror – but how will the Man of Steel and the Dark Knight respond to him? 48pg $4.95

Superman: Birthright 3 (of 12; Mark Waid & Leinil Yu + Gerry Alanguilan) Learn where Superman's costume came from, and why Pa Kent was dead set against it! $2.95

one-shot **Superman: End of the Century** (Stuart Immonen & Immonen + José Marzan Jr) Superman and Lois Lane must save the world from the deranged and superpowerful son of the former Mrs Lex Luthor. 96pg $17.95

Tom Strong Book Two (Alan Moore & various; *America's Best Comics;* tpbk) Reprinting Tom Strong #8-14, featuring the likes of Tom Strange and Warren Strong, plus time travel, other dimensions and interstellar family trips. 192pg ... $14.95

one-shot **Wonder Woman: The Blue Amazon** (Randy Lofficier + Jean-Marc Lofficier & Ted Mckeever; *Elseworlds)* *See Close-Up, below.*



close-up

Wonder Woman: The Blue Amazon

DC Comics

Writers: Randy Lofficier
Jean-Marc Lofficier

Artist: Ted McKeever

Completing the trilogy begun in the Elseworlds specials Superman: Metropolis and Batman: Nosferatu. The original Superman and Batman of the series return as the sinister Doctor Psykho keeps a mysterious and powerful lady captive in his Palace of Sin. 64pg $6.95

ON SALE SEPTEMBER 3

Marvel

Alias 26 *(Purple* 3 of 6; Brian Michael Bendis & Michael Gaydos; *MAX Comics)* Secrets of one of the darkest chapters in Marvel Comics history are revealed in the story that changed Jessica Jones' life forever. $2.99

Daredevil 51 *(Parts of the Hole* 1 of 5; David Mack; *Marvel Knights)* The deadly Echo returns to Daredevil's life. $2.99

Elektra 27 (Robert Rodi & Sean Chen; *Marvel Knights)* Elektra is on the run after failing to assassinate a ruthless African Dictator.. ..... $2.99

The Eternal 4 *(A Gift from the Gods* 4 of 6; Chuck Austen & Kev Walker; *MAX Comics)* Will Ikaeden be able to hold onto his role as leader of the Eternals or will Kurassus seize control and lead the Eternals down the path of destruction? Mature readers. $2.99

Exiles 33 *(A Second Farewell* 1 of 2; Judd Winnick & James Calafiore) Wolverine is hunting two members of the Exiles. Will Sasquatch and Morph survive the experience? $2.99

new **JLA/Avengers** 1 (of 4; Kurt Busiek & George Pérez) What cataclysmic threat could endanger two universes – and dwarf the combined power of both Earth's Mightiest Heroes and the World's Greatest Super Heroes? 48pg . $5.95

New X-Men 146 *(Planet X* #1 of 5; Grant Morrison & Phil Jimenez) The young mutant known as Dust runs rampant at the Xavier Institute as Xorn and his remedial class assist Professor X in his efforts to calm her. $2.25

Sentinel 6 *(Salvage* 6 of 6; Sean Mckeever & Udon; *Tsunami)* Juston finally lets the Sentinel out of the shed, and Antigo, Wisconsin will never be the same. $2.50

Spider-Girl 64 (*Marked For Death* 4 of 6; Tom Defalco & Ron Frenz) Spider-Girl deals with the aftermath of a major character's death. $2.99

Supreme Power 2 (J. Michael Straczynski & Gary Frank; *MAX Comics)* in a world with no heroes, what happens when powerful superhumans emerge? And now that the government knows that superbeings exist, what lengths will they go to use them for their own purposes? Mature readers. $2.99

Thor 68 *(The Reigning* 0 of 6; Dan Jurgens & Scot Eaton) This issue is a preview of the forthcoming miniseries. Witness the world that Thor has built on the ruins of human society. $2.99

Trouble 3 (of 5; Mark Millar & Terry Dodson + Rachel Dodson; *Epic)* Four young friends continue to deal with the consequences of their summer romances. $2.99

Uncanny X-Men Vol 3: Holy War (Chuck Austen & Ron Garney + Philip Tan; tpbk) Collects Uncanny X-Men #421-427. The hunt for the mysterious religious sect known as the Church of Humanity concludes, but what secrets will they have in store for one of the X-Men? 192pg $17.99

Wolverine: Snikt! 5 (of 5; Tsutomu Nihei) Wolverine attempts a last ditch effort to defeat the evil Mandate aliens. .. $2.99

ON SALE FROM

SEPT 10

Dark Horse

one-shot **Blade of the Immortal 82:**

Mourning Shadows (Hiroaki Samura) The secretive assassins on Anotsu Kagehisa's trail do not heed his warnings, and must face the bloody consequences. Rin, who is also on his trail, is about to find out why her quest to kill him is so pointless. Mature readers. b&w $2 99

Criminal Macabre 5 (of 5; Steve Niles & Ben Templesmith) The mystery is solved, and the nefarious enemy has been identified, but still monsters are running rampant on the streets of Los Angeles. Now Cal McDonald has to find a way to stop them. $2.99

Ghost in the Shell II: Man-Machine Interface 8 (Masamune Shirow) Cyber-agent Motoko Aramaki is hot on the virtual trail of the mystery entity behind the wave of terrorists attacks rocking Poseidon International's world. And that trail leads through Millennium, a foxy cybernaut who's ready, willing, and able to run Motoko through the digital shredder! Mature readers. b&w $3.50

Grendel: God and the Devil 8 (of 10; Matt Wagner + John K. Snyder III & Bernie Mireault + Jay Geldhof) God seethes with rage as the Devil – and Orion Assante – inch closer to their separate but shared goal of disembowelling the Catholic Church. $3.50

Kiss 13 (Mike Baron & Mel Rubi) What exactly is happening to the superheroes known as The Four Who Are One, and what does it have to do with the bizarre bombardment of monsters raining down on the streets of Manhattan? $2.99

Syn 2 (Keith Giffen & Greg Titus + Julian Washburn) Syn is sent on a mission by the AI Net to hunt down those who have strayed too close to becoming human. Little does she know this mission will be her last and that her own secret longing for humanity will be exposed. ... $2.99

DC Comics

Adventures of Superman 620 (Joe Casey & Derec Aucoin) Who is the Candidate and why does someone want him dead? Lois and Clark are determined to find out. $2.25

Aquaman 10 (Rick Veitch & Yvel Guichet + Mark Propst) Black Manta and Aquaman travel to Dreamtime to battle the Thirst for the soul of the fourth and final river goddess. $2.50

Batman: Bruce Wayne – Fugitive Vol 3 (various; tpbk) Bruce Wayne has been cleared of killing Vesper Fairchild and David Cain has been taken into custody, but the story doesn't end there. Reprints Detective Comics #773-775, Batman #606-607 and Batgirl #33. 176pg $12.95

Batman: Death and the Maidens 2 (Greg Rucka & Klaus Janson) Ra's al Ghul faces off against Batman on the Dark Knight's home turf, and he's come to make a serious accusation. .. $2.95

Batman: Legends of the Dark Knight 171 *(Irresistible* 3 of 3; Tom Peyer & Tony Harris + Wade Von Grawbadger) After Bruce Wayne's manipulated suicide attempt, Batman finally uncovers the secret of Frank Sharp's power. $2.50

new **The Demon: Driven Out** 1 (of 6; Joshua Dysart & Pop Mhan + Art Thibert) Jason Blood cuts a deal with a cult of modern-day alchemists to divorce him from the Demon for good. $2.50

Dr Fate 2 (Christopher Golden & Don Kramer + Prentis Rollins) Nabu has disappeared and Dr Fate grows ever more alarmed at his absence as the coven of Salem mystics make their magical intentions known. $2.50

new **Elfquest: Wolfrider** Vol 1 (various; tpbk) The first in a series of compact-sized trade paperbacks retelling the majestic Elfquest saga in chronological order. This volume introduces a number of key characters, including Cutter and Skywise. 192pg b&w $9.95

Fables 17 *(Storybook Love* 4 of 4; Bill Willingham & Mark Buckingham + Steve Leialoha; *Vertigo)* Why can't Snow White and Bigby Wolf find their way out of the woods? Why has Fabletown been renamed Bufkintown? What terrible secret is revealed on the very last page? Mature readers. $2.50

Fallen Angel 3 *(Little Better Than a Beast* 1 of 4; Peter David & David Lopez + Fernando Blanco) Lee is caught up in a murder mystery when one of her students becomes desperately ill. Is a mysterious Bete Noire healer the girl's only hope? $2.50

Gen^{13} #13 (Chris Claremont & Ramón F. Bachs + Sandra Hope; *WildStorm)* The search for the original Gen^{13} continues as the new team faces shocking revelations and possible destruction. $2.95

Gotham Central 11 (Greg Rucka & Brian Hurtt) This day-in-the-life story of the Major Crimes Unit told through the eyes of Stacy, their only civilian, reveals that what seems like a great day job may be having adverse effects on her personal life. $2.50

Green Arrow 30 *(Straight Shooter* 5 of 6; Judd Winick & Phil Hester + Ande Parks) Ollie tries desperately to turn the tables on über-assassin Constantine Drakon. $2.50

H-E-R-O 8 (Will Pfeifer & Patrick Gleason + Christian Alamy) Slick Hollywood producer Ronnie Barzell promises he can deliver fame and fortune. Does he really want to make the guys, or just get his hands on their device? $2.50

Human Defense Corps 5 (of 6; Ty Templeton & Clément Sauve Jr + Dennis Janke) The soldiers march into the depths of Hades to conduct a search-and-rescue mission for their fallen comrades. $2.50

JLA 86 (Joe Kelly & Doug Mahnke + Tom Nguyen) The mysterious creature known as The Burning has decimated the Justice League. Can the few unscathed members find out the secret behind this deadly foe in time? .. $2.25

JSA 52 (Geoff Johns & Don Kramer + Keith Champagne) A new start, and a look into the future plans of Black Adam and how they will eventually change the JSA forever. $2.50

one-shot **JSA: Stealing Thunder** (various; tpbk) Collecting JLA #32-37. Heroes from around the world – including members of the JSA – are vanishing, and those who remain must forge an unusual alliance with the Icicle to save the day. 176pg $14.95

Nightwing 85 (Devin Grayson & Mike Lilly + Jesse Delperdang) Somebody has to take the rap for the murder of Chief Redhorn. Will it be Tarantula or Nite-Wing? $2.25

Plastic Man Archives Vol 5 (Jack Cole & Cole + various; hbk) Reprints Police Comics #50-58 and Plastic Man #4, featuring an introduction by Bill Schelly and a host of innovative and unusual Golden Age Plastic Man tales. 204pg $49.95

new **The Powerpuff Girls Vol 1: Titans of Townsville** (various; tpbk) Collects The Powerpuff Girls #1-5, featuring the three defenders of Townsville: Blossom, Buttercup and Bubbles. 112pg ... $6 95

The Powerpuff Girls Vol 2: Go, Girls, Go (various; tpbk) Collects The Powerpuff Girls #6-10. The girls square off against Mojo Jojo, Him, and even more city-crushing baddies! 112pg $6.95

Scooby-Doo 76 (Frank Strom & Anthony Williams + Dan Davis) The Mystery Inc gang investigates a haunted beauty pageant by the sea, and chases a ghost through the catacombs of Paris. $2.25

Stormwatch: Team Achilles 15 (Micah Ian Wright & C.P. Smith; *WildStorm)* Superpowered enemies are committing horrific suicide attacks on the US. Who are The Suiciders? Mature readers. $2.95

one-shot **Superman: Blood of my Ancestors** (Steven Grant + Gil Kane & John Buscema + Kevin Nowlan) Some of the final work of legendary artists Gil Kane and John Buscema pits Superman against a strange alien menace that devours memories. 64pg $6.95

Superman & Batman: Generations III #9 (John Byrne) A wounded parademon staggers through 27th Century woods. An elderly blind woman offers him shelter in exchange for information – but he'd better be on his guard. $2.95

Teen Titans 3 (Geoff Johns & Mike Mckone + Marlo Alquiza) A major Teen Titans foe from the past returns to cause trouble for the new team. $2.50

one-shot **Zero Girl: Full Circle** (Sam Kieth; *WildStorm;* tpbk) Amy Smootster's now an adult, working as a guidance counsellor. Her former crush, Tim Foster, is now a single parent with a troubled daughter. You do the math. Mature readers. 128pg $17.95

Marvel

Avengers 71 (Geoff Johns & Steve Sadowski) The Wasp and Yellowjacket head to Las Vegas. $2.25

one-shot **The Call** Vol 1 (Chuck Austen & Pat Olliffe; tpbk) Once they were just normal citizens – a police officer, a firefighter and an EMT worker – who risked their lives to help save others. But when they become something more than human, the fight begins to retain their humanity. Collects The Call #1-4 96pg $8.99

Captain America 17 *(Captain America Lives Again!* 1 of 4; Dave Gibbons & Lee Weeks; *Marvel Knights)* Captain America finds himself in a nightmare New York City renamed New Berlin, following the Nazis victory in WWII. $2.99

Emma Frost 3 *(Higher Learning* 3 of 6; Karl Bollers & Randy Green) Things take a turn for the worse for young Emma Frost when troubles at home and troubles at school collide together. $2.50

Human Torch 6 *(Burn* 6 of 6; Karl Kesel & Skottie Young; *Tsunami)* The first story arc comes to a close, as the Torch confronts the combustion killer. $2.50

The Incredible Hulk 60 *(Split Decisions* 1 of 6; Bruce Jones & Mike Deodato) Creepy crawly creatures, the return of Doc Samson, and the real Mr Blue is unmasked in this new six-issue story arc. $2.25

Iron Man 72 *(Vegas Bleeds Neon* 3 of 3; Robin Laws & Robert Teranishi) . $2.99

Kingpin 4 (Bruce Jones & Sean Phillips + Klaus Janson) In his bid to consolidate the youth gangs of New York, the shrewd Wilson Fisk has left a winding trail of blood behind him. But the enemies he's made during his violent rise to power are about to come calling. $2.50

Marvel 1602 #2 (of 8; Neil Gaiman & Andy Kubert + Richard Isanove; *Marvel Knights)* All's not well in the Marvel Universe in the year 1602 as strange storms are brewing and strange new powers are emerging. 40pg $3.50

New X-Men Vol 2 (Grant Morrison & various; hbk) Collects the New X-Men

Illuminations

Highlights from September's releases

Selected by Martin "Biff" Averre

This month DC has only two lacklustre issue ones; **The Demon Driven Out** – a six-issue miniseries existing, I suspect, for no better reason than to keep copyright and one that will hardly be noticed – plus **iCandy**, theoretically an ongoing series by Dan Abnett and Andy Lanning where video game reality blurs with our reality which will most probably last fewer issues than **The Demon**. Meanwhile over in the Batman universe; **Batman** #608 was the start of an incredible turnabout in sales and interest in Batman as the Jim Lee and Jeph Loeb *Hush* story began. **Batman** #619 now wraps up *Hush* and has two gatefold covers which will outsell not only the former two titles, but most probably every other title this month. So nothing new or exciting from DC, just a belter from the Batman stable.

Sales 5/5 Quality 5/5

Image Central continues to produce a large range of new issues, all of which have little impact on tastes and sales in the UK. Top Cow, however, continues month after month to produce top quality, interesting, strong-selling titles. This month's star title is **Rising Stars Untouchables** #1, a five-issue series about Laurel Darkhaven. Written by Fiona Avery with art by Brent Anderson, I expect this to be even better received than the last Rising Stars miniseries, **Bright**.

Sales 5/5 Quality 5/5

Good lord, it's finally going to happen, JLA vs The Avengers. Only 20 years in the making and squabbling this four-issue series will be Top Five material at the very least. Kurt Busiek scripts and George Perez gets to draw the ultimate in company crossovers. I am in heaven, or will be when I get my hands on this holy grail of comics. Just don't forget that issue 2 will be listed in the DC section next month, then back at Marvel for #3. Nuff said!

Sales 5/5 Quality 5/5

When Marvel solicited **Ultimate Wars** last year I was critical of it being made into a miniseries and not part of the Ultimates, expecting sales to be the poorer for it. Well, I was proved wrong, sales were well above the regular **Ultimates** series. Now comes another Ultimates mini, with the focus on Spider-Man and the Ultimates, and this time I will not be caught out. Expect interest to be 15 to 20 percent higher than the regular **Ultimate Spider-Man** title. Of equal importance is the fact that the prologue to the six-issue **Ultimate Six** title is in **Ultimate Spider-Man** #46. Order accordingly. Writer Brian Bendis brings together Green Goblin, Sandman, Electro, Doc Octopus, Kraven and ? to face Spider-Man and the Ultimates as they all get caught up in the machinations of Nick Fury and SHIELD.

Sales 5/5 Quality 5/5

Michael Turner is still fighting his ownership to Fathom, so his new series **Fathom: Dawn of War** from Aspen Studios may be delayed, but I hope not. I expect great things from Aspen, but only as long as Michael can get the income that the Fathom copyright will generate. This series follows on from **Aspen** #1-3 and Kiani takes centrestage as her world gets torn apart.

Sales 5/5 Quality5/5

Anything by Alan Moore is selling very strongly at the moment, so the new series from Avatar, **Alan Moore's Yuggoth Cultures** #1 (of 3) is a must for the shelves of any good comic store. The first issue includes the finally finished *Nightjar* story originally scheduled to be in **Warrior**, nearly 20 years ago. Art is by Bryan Talbot, whose glorious lines suit the black and white of this series. Rounding off the 40 pages is a Juan Ryp illustrated tale: *Zaman's Hill*, originally a text story destined for Moore's aborted novel, **Yuggoth Cultures**.

Sales 4/5 Quality 5/5

With 21 years of comic retail experience as Ace Comics, Biff also produced his ***Illuminations*** *monthly fanzine for 19 years before moving it exclusively to the web this year.*

stories found in New X-Men Vol 3: New Worlds and New X-Men Vol 4: Riot At Xavier's (New X-Men #127-141). 368pg $29.99

The Punisher 31 *(Streets of Laredo* 4 of 5; Garth Ennis & Cam Kennedy; *Marvel Knights)* The Punisher finds himself knee-deep in a gunrunning ring in the middle of Texas. $2.99

Spectacular Spider-Man 4 (Paul Jenkins & Humberto Ramos) Still reeling from his last encounter with Venom, Spider-Man seeks out the help of the Fantastic Four. $2.25

Ultimate Spider-Man Vol 3 (Brian Michael Bendis & Mark Bagley; hbk) Collects Ultimate Spider-Man #28-39 and Wizard ½. Young Peter Parker faces his darkest hour yet in the Venom Saga! 304pg $29.99

Ultimate Spider-Man 46 (Brian Michael Bendis & Mark Bagley) While S.H.I.E.L.D. tries to keep a lid on their sinister secrets, their prisoner Flint Marko goes wild, and it's up to Spider-Man to bring him down. 40pg $2.99

Ultimate X-Men 37 *(Blockbuster!* 4 of 6; Brian Michael Bendis & David Finch) The mystery of who ordered the near-fatal attacks on Wolverine deepens as Spider-Man does his best to help out the hunted X-Man. $2.25

X-Statix 13 *(Di Another Day* 1 of 5; Peter Milligan & Mike Allred) Princess Diana is back from the dead. Can X-Statix protect her from a nasty crew of mutant Euro-trash dead set on sending her back where she came from? $2.99

ON SALE FROM

SEPT 17

Dark Horse

one-shot **B.P.R.D.: Night Train** (Geoff Johns & Scott Kolins) *See Close-Up, below.*

Cannon God Exaxxion 17 (Kenichi Sonoda) Strange wires have started snaking out from Akane's leg, and it probably has something to do with that odd bullet the Riofaldian doctor shot into her. b&w $2.99

one-shot **The Chronicles of Conan** Vol 1 (Roy Thomas & Barry Windsor-Smith; tpbk) Classic Conan, featuring completely remastered colour and text corrections, and containing material not available for nearly 30 years. 144pg $15.94

Hell 3 (Brian Augustyn & Todd Demong + Tim Kane) Corey Rollins finds an unlikely ally on the island called Hell when he teams up with the beautiful cat-woman Sareena and her pack of human/animal hybrids. $2.99

new **Lone** 1 (Stuart Moore & Jerome Opeña) The town of Desolation has been overrun with zombies. Wave after wave of undead are attacking and some fear it will never stop. However, there is one man, one hope, to beat back the tide... His name is Lone! $2.99

one-shot **Pubo** (Leland Purvis; tpbk) The victim of an unusual medical experiment, Pubo finds himself at the mercy of the animals and few humans in the deep dark woods of the Pacific Northwest. 96pg b&w $9.95

Star Wars: Republic 58 *(The Battle of Jabiim* 4 of 4; Haden Blackman & Brian Ching) The planet Jabiim is falling to the Separatists, and the final command rests on the shoulders of Anakin Skywalker. Will Anakin listen to his heart, or his head? Should he die a hero, or survive to become a general? ... $2.99

one-shot **What's Michael?: Show Time** (Makoto Kobayashi; tpbk) All-too-real feline folly mixed with humorous fantasy scenarios. 88pg b&w $8.95

DC Comics

Arrowsmith 3 (of 6; Kurt Busiek & Carlos Pacheco + Jesús Merino; *Cliffhanger Productions)* On a shipboard Atlantic crossing, Fletcher Arrowsmith deals with friends, enemies, sea monsters, romance, danger, loss and an overwhelming trial by fire that will leave him utterly transformed . $2.95

Batgirl 44 (Dylan Horrocks & Adrian Sibar + Andy Owens) Batman and Batgirl must team up with Black Wind to take out Dr Death before Death can unleash a genocidal weapon on the innocents of Tarakstan. $2.50

Batman Adventures 6 (Dan Slott + Ty Templeton & Rich Burchett + Terry Beatty) Batman's out to bust the rackets of the gangster named Black Mask – but he's playing with fire when he goes after the Mask's pet arsonist, Firefly. $2.25

Batman: Black and White Vol 2 (various; tpbk) Collecting the first 16 Batman backups from Batman: Gotham Knights plus 40 pages of material commissioned for the hardcover. 176pg b&w ... $19.95

Batman: Gotham Knights 45 (Scott Beatty + Kimo Temperance & Dave Ross + John Floyd) Man-Bat enters the picture – but what does he want, and why is shredding Batman part of the answer? $2.75

Birds of Prey 59 (Gail Simone & Ed Benes + Alex Lei) Babs reluctantly recruits the Huntress, while Dinah must make a sacrifice that leaves her more vulnerable than ever. $2.50

Cinnamon: El Ciclo 2 (of 5; Jen Van Meter & Francisco Paronzini + Robert Campanella) Modern-day gunslinger Cinnamon heads to LA to settle old business from the long-ago murder of her father. $2.50

new **iCandy** 1 (Dan Abnett + Andy Lanning & Kalman Andrasofszky) Meet Matt, a kid whose life is shattered when his parents divorce and his sister disappears. But is she really gone, or has she returned in the form of a video game character? $2.50

Human Target 2 (Peter Milligan & Javier Pulido; *Vertigo)* John Matthews died on September 11th, 2001 in Tower Two of the World Trade Center – or so everyone thinks. Bad debts, gangsters and a corporate scandal drove Ed to fake his own death But now his secret is out, and it's time to pay his debts Mature readers $2.95

one-shot **JLA/JSA: Virtue and Vice** (David S. Goyer + Geoff Johns & Carlos Pacheco + Jesús Meriño) What starts as a friendly get-together between the JLA and JSA degenerates into a destructive melee, and from the ashes emerges a villainous über-team made up of select members from each group. 96pg $17.95

Lobo Unbound 4 (of 6; Keith Giffen & Alex Horley + Andy Kuhn) Bling-Bling the bounty hunter isn't the only one who's about to mess with Lobo's assassination plans. Mature readers. $2.95

Lucifer 42 (Mike Carey & David Hahn; *Vertigo)* Two very different – but equally dangerous – sets of siblings become embroiled in a Silver City crisis in the first instalment of a three-part story. Mature readers. $2.50

Outsiders 4 (Judd Winick & ChrisCross + Sean Parsons) A month into the Outsiders' tenure, the group feels frustrated to be hunting low-rent super villains. They set their collective sights on the bigger guns, but that way leads to blood... Brother Blood, to be exact. $2.50

The Possessed 3 (Geoff Johns + Kris Grimminger & Liam Sharp; *Cliffhanger Productions)* Armed with faith, semi-automatics and holy water, Father Burroughs and the other exorcists head north to a small town where an outbreak of demonic possessions has left a trail of blood and bones. Mature readers. $2.95

The Powerpuff Girls 42 (Robbie Busch & Ricardo Garcia Fuentes + Mike Decarlo) The Girls battle a many-eyed monster and get knitted up in knots by their nemesis Him! $2.25

Robin 118 (Jon Lewis & Pete Woods + Andrew Pepoy) Burdened with a horrible secret and certain there's a traitor within the Bat-group, Robin nears his breaking point. $2.25

Robotech: The Macross Saga Vol 4 (various; *WildStorm;* tpbk) The Zentraedi begin an aggressive campaign to eliminate the SDF-1 threat, and even set upon a more insidious plan of elimination. 176pg $14.95

Sleeper 9 (Ed Brubaker & Sean Phillips; *WildStorm)* Holden is sent by Tao to locate John Lynch's secret records that, if revealed, could betray his true agenda as a sleeper agent. Mature readers. $2.95

Smallville 4 (Mark Verheiden + Clint Carpenter & Renato Guedes + Oclair Albert) The conclusion of the story that finds Lex Luthor accused in the murder of an old friend! How will he clear his name and find out who set him up? 48pg $3.95

Smax 2 (of 5; Alan Moore & Zander Cannon + Andrew Currie; *America's Best Comics)* Smax is back home, but he can't escape his past, when he was known as the greatest Dragonslayer of them all. $2.95

Superman/Batman 2 (Jeph Loeb & Ed McGuinness + Dexter Vines) Badly injured, Superman and Batman must make it back to the Batcave, where they confront an unexpected guest-star $2.95

Superman: Metropolis 8 (of 12; Chuck Austen & Teddy Kristiansen) It's a blackout in Metropolis, and when Lena vacates the Tech, who's going to fill the vital role of controlling the city? . $2.95

Wonder Woman 196 *(Down to Earth* 1 of 5; Greg Rucka & Drew Johnson + Ray Snyder) The project Wonder Woman has been working on since her arrival in Patriarch's World is finally revealed, giving new ammunition to Diana's foes, on Earth and Olympus itself! $2.25

Y: The Last Man 15 (Brian K. Vaughan & Pia Guerra + José Marzan Jr; *Vertigo)* The fate of the two male astronauts who've been trapped in space is finally revealed, and the unmanned world will never be the same. Mature. $2.95

Marvel

Agent X 14 *(Deadpool Walkin'* 2 of 3; Gail Simone & Udon) The return of Deadpool raised more questions than answers, so who better to figure it all out than the creative team that changed Deadpool into Agent X in the first place? $2.99

Captain Marvel 14 (Peter David & Michael Ryan) One year ago, Captain Marvel destroyed the universe. Then he remade it. There's only one problem, he's not a god, and accidents do happen. $2.99

Captain Marvel Vol 2: Coven (Peter David & Ivan Reis + Kyle Hotz; tpbk) Karl Coven is a serial killer sentenced to die for his crimes, and Rick Jones the star witness in the prosecution's case. Claiming to be an alien not subject to our laws, Coven's argument is dismissed, but he gets the last laugh by promptly returning back to life immediately after his death sentence is executed. Collects Captain Marvel #7-12. 144pg $14.99

The Crew 5 (Priest & Joe Bennett) Who is Justice, and what does he have to do with The Truth? $2.50

Daredevil 52 *(Parts of the Hole* 2 of 5; David Mack; *Marvel Knights)* The deadly Echo returns to Daredevil's life. $2.99

Exiles Vol 5: Unnatural Instinct (Chuck Austen & Clayton Henry + Skottie Young; tpbk) The team visits the real Marvel Universe and comes face to face with Wolverine and the X-Men. Collects Exiles #26-30, and the Exiles story from X-Men Unlimited #41. 144pg $14.99

Exiles 34 *(A Second Farewell* 2 of 2; Judd Winnick & James Calafiore) What secret will Wolverine uncover about Sasquatch that no one on the Exiles knows about her? $2.99

Gun Theory 2 (of 4; Daniel Way & Jon Proctor; *Epic)* It's another day and another hit for contract killer Harvey, a ghost in the living world. As he takes care of business, the last thing he expects is to run into the woman from the Chinese laundry – the woman who's been haunting his thoughts. $2.50

Namor 6 (Bill Jemas & Andi Watson + Salvador Larroca; *Tsunami)* Sandy's deceit threatens her family's future. Will Namor choose to help her or protect his people? $2.25

New Mutants 5 (Christina Weir & Nunzio Defilippis + Keron Grant) Dani's quest for mutant teens leads her to the most intriguing, possibly most dangerous prospect yet. $2.50

New X-Men 147 *(Planet X* #2 of 5; Grant Morrison & Phil Jimenez) The young mutant known as Dust runs rampant at the Xavier Institute as Xorn and his remedial class assist Professor X in his efforts to calm her. $2.25

Peter Parker: Spider-Man Vol 5: Senseless Violence (various; tpbk) After coming to the realisation that the circle of violence will never end, Spider-Man is forced to ponder his place in the world. Collects Peter Parker: Spider-Man #51-57. 160pg $14.99

Runaways 6 *(Pride & Joy* 6 of 6; Brian K. Vaughan & Adrian Alphona; *Tsunami)* Alex, Nico and the rest of the gang make their final stand against their parents. ... $2.50

Spider-Man & Wolverine 4 (of 4; Brett Matthews & Vatche Mavlian; *Marvel Knights)* Wolverine and Spider-Man get to the bottom of an international mystery that has had them travelling the world. $2.99

Thor 69 *(The Reigning* 1 of 6; Dan Jurgens & Scot Eaton) Is Thor's brave new world a utopia, or a totalitarian state? One man thinks he knows the answer – and his presence threatens to tear the Thunder God's new kingdom apart. $2.99

Thor Vol 4: Spiral (various; tpbk) Thor is now the Lord of Asgard, and he has moved his realm to the skies above Manhattan, the better to guide and protect the whole of humanity. Collects Thor #60-67. 192pg $19.99

new **Ultimate Six** 1 (of 6; Brian Michael Bendis & Trevor Hairsine + Joe Quesada) The Green Goblin, Electro, Doctor Octopus, Kraven the Hunter and the Sandman – have been taken prisoner by Nick Fury and S.H.I.E.L.D. Why have they been brought together? And who is the final member of this Sinister Six? ... $2.99

Uncanny X-Men 431 *(The Draco* 3 of 6; Chuck Austen & Philip Tan) The mystery of Nightcrawler's origin

close-up

BPRD: Night Train

Dark Horse Comics

Writer: Geoff Johns

Artist: Scott Kolins

Agents Liz Sherman (whose supernatural talent for starting fires killed her family when she was a teen) and Roger the Homunculus (the 500-year old artificial man) are sent to investigate a mystery train terrorising America. This is a train with history – its last natural journey, some 70 years ago, had a mysterious passenger on board – Lobster Johnson, who's still bound to the fate of the locomotive. $2.99

ON SALE SEPTEMBER 17

deepens as more about his real family is revealed. $2.25

Wolverine 5 *(The Brothers* 5 of 5; Greg Rucka & Darick Robertson) Logan is unleashed in the conclusion to the first story arc. $2.25

ON SALE FROM

SEPT 24

Dark Horse

Astro Boy Vol 19 (Osamu Tezuka; tpbk) The familiar blend of action, humour, and pathos, interlacing flights of the fantastic with timeless themes and wry commentary on humanity in a rapidly changing technological landscape. 208pg b&w $7.95

Buffy the Vampire Slayer 61 *(A Stake to the Heart* 2 of 4; Fabian Nicieza & Cliff Richards) Angel has unwittingly unleashed a string of demons upon Buffy, in an incredibly misguided attempt to alleviate her grief. Photo variant. $2.99

one-shot **Future World** Vol 1 (Osamu Tezuka; tpbk) When nuclear testing creates mutated animals with amazing supernatural abilities, the world and its great superpowers are drawn into political conflict that could light the fuse for World War III. 160pg b&w .. $13.95

Galactic 2 (Jim Krueger & Sanford Greene + Greg Adams) Writing to his mother from the depths of space, Heath finds himself in a school for the newest members of Galactic that follows a strict no-tolerance policy towards failure $2.99

Kiss: Vol 3: Men and Monsters (Scott Lobdell + Mike Baron & Mel Rubi + Peter Vale; tpbk) On the mean streets of New York, there are dangers lurking around every corner. And Kiss are here to answer the call! Collects issues #7-10 of the monthly series. 96pg $12.95

Star Wars Tales 17 (various) Chewbacca comes face to face with undead spectres on Hoth, while Han Solo tries desperately to overcome a zombie hoard! 64pg $5.99

Super Manga Blast! 36 (various) Pai returns to Earth to thwart an inter-dimensional serial killer and a horde of locusts. Mature. b&w 128pg $5.99

Ultraman Tiga 2 (of 10; Tony Wong & Khoo Fuk Lung) The 100-foot tall hero is revived in the year 2049, and faces a world ill-equipped to handle the onslaught of gigantic beasts that are peppering the globe. 40pg $3.99

Usagi Yojimbo 69 (Stan Sakai) The Lone Goat lies near death with an arrow wound in his back, while young Gorogoro saves a near lifeless Jotaro from drowning b&w 24pg $2.99

DC Comics

Batman 619 *(Hush* 12 of 12; Jeph Loeb & Jim Lee + Scott Williams) Who is Hush? Why has this mysterious figure plagued Batman? All the secrets are revealed, and one thing is for sure: Nothing will ever be the same for the Dark Knight. $2.25

Batman: Tenses 2 (of 2; Joe Casey & Cully Hamner + Dexter Vines) The Dark Knight's hunt for an insane serial killer with precognition reaches a fever pitch as the madman's visions hearken rampant death and destruction across Gotham City. 64pg $6.95

Cartoon Cartoons 22 (various) From the hit show *Grim & Evil*, Billy and Mandy go bowling with their best buddy, The Grim Reaper. $2.25

Catwoman 23 (Ed Brubaker & Cameron Stewart) Catwoman's wild ride continues with a stopover in a familiar locale. Opal City But danger is everywhere as the mysterious Arab'an ninjas who plagued Selina back in Keystone City catch up with her and Holly. $2.50

Empire 3 (of 6; Mark Waid & Barry Kitson + James Pascoe) Golgoth's trusted soldiers are given a drug that provides them with superpowers But when the secret source of that drug has been discovered by a few of Golgoth's trusted staff, it may mean their deaths! Mature readers $2.50

one-shot **Fables: The Last Castle** (Bill Willingham & Craig Hamilton + P. Craig Russell; *Vertigo) See Close-Up, below.*

The Flash 202 (Geoff Johns & Alberto Dose) The Fastest Man Alive struggles to protect his fellow officers as the true identity of their killer is revealed. $2.25

Global Frequency 12 (of 12; Warren Ellis & Gene Ha) It's going to take a hundred people on the Frequency, including agents from the previous 11 missions, to save a major world city from a ransom demand backed up by a threat most people could never imagine. $2.95

Green Lantern 169 (Ben Raab & Rick Burchett + Rodney Ramos) An ancient race of beings has taken hold of one of Kyle's only allies, and Kyle will stop at nothing to make sure Kilowog is saved. $2.25

Hellblazer 188 (Mike Carey & Doug Alexander; *Vertigo)* Gemma Constantine is caught between the monsters of Gruinard Island and the human monsters who brought her there as she desperately tries to atone for her uncle John's past sins. Mature readers $2.75

JLA 87 *(Trial By Fire* 4 of 6; Joe Kelly & Doug Mahnke + Tom Nguyen) The horrifying origin of the JLA's latest nemesis is revealed. Surprisingly, Batman feels there's only one possible solution to The Burning question, and it's a stretch! $2.25

The Legion 24 (Dan Abnett + Andy Lanning & Steve Lightle) On extended leave from the Legion, Umbra heads home to see if her birth world holds any clues to the disappearance of her powers But things have changed on Talok VIII, and the darkness that was once her friend is now her enemy. $2.50

The Losers 4 (Andy Diggle & Jock, *Vertigo)* The Losers find themselves in a world of hurt when their mission to steal incriminating data from corrupt oil conglomerate Goliath goes horribly wrong. Mature readers. $2.95

Red 3 (of 3; Warren Ellis & Cully Hamner; *Homage Comics)* Paul Moses finally confronts those who ordered his death, but how will it all go down? Will there be anyone left standing? .. $2.95

Reign of the Zodiac 2 (Keith Giffen & Colleen Doran + Bob Wiacek) On the distant world of Eidolon, the day arrives for a wedding rigged to create a superpower out of the decadent House of Virgo and the militaristic House of Aries. But the hot-blooded Arian bride has a secret plot to escape, which could lead to war! $2.75

Superman 197 (Steven T. Seagle & Scott McDaniel + Andy Owens) A deaf Superman is getting sicker by the minute. Will Supergirl find the real cause of his malady? $2.25

one-shot **Superman: Day of Doom** (Dan Jurgens & Jurgens + Bill Sienkiewicz; tpbk) On the anniversary of Superman's death, someone is following Doomsday's cross-country path, and murdering people along the way! 96pg $9.95

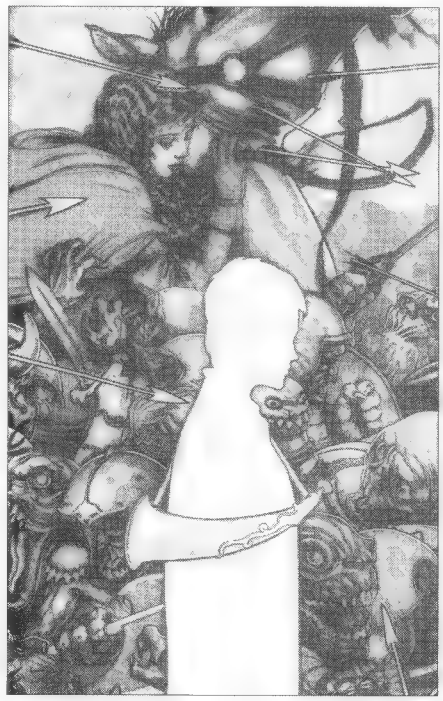
Sweatshop 6 (Peter Bagge & various) As if the Sweatshop gang didn't have enough troubles from Mel Bowling, now they have to put up with his family! $2.95

Terra Obscura 4 (Alan Moore + Peter Hogan & Yanick Paquette + Karl Story; *America's Best Comics)* S.M.A.S.H.'s return to action has been anything but glorious, as our heroes' advance has been foiled by the null field! $2.95

Thundercats: Dogs of War 4 (John Layman & Brett Booth + Al Vey; *WildStorm)* While Lion-O is tortured by the War Dog emperor, the traitors reveal themselves, but the Thundercats' last hope is miles away, battered and bloody. Variant cover. $2.95

Tor Vol 3 (Joe Kubert; hbk) Collects the remaining Tor material produced for DC and Marvel, as well as Kubert's self-published Sojourn. Also features an introduction by Roy Thomas and an eight-page sketchbook section. 168pg $49.95

Wildcats Version 3.0 #14 (Joe Casey & Dustin Nguyen + Richard Friend; *WildStorm)* As Jack Marlowe takes a step toward fulfilling his goals, the Halo Corporation's media consolidation may become a threat to democracy! Mature readers. $2.95



close-up

Fables: The Last Castle

Vertigo

Writer: Bill Willingham

Artists: Craig Hamilton
P. Craig Russell

Little Boy Blue, Deputy Mayor Snow White's personal assistant, weaves a tale of the great war that forced Bigby Wolf, Prince Charming, Bluebeard and the rest into hiding. As the battle rages, we meet a mysterious woman in red and learn why Boy Blue only plays the blues on his trumpet. Mature. 48pg $5.95

ON SALE SEPTEMBER 24

Marvel

Amazing Spider-Man 58 (J. Michael Straczynski & John Romita Jr) Concludes the two-issue story arc leading into next month's historic Amazing Spider-Man 500! $2.25

Avengers 72 *(The Search For She-Hulk* 1 of 4; Geoff Johns & Scott Kolins) Her transformations out of control, Jennifer Walters seeks the one person on Earth who can help – while her fellow Avengers search every corner of the globe for her! $2.25

Born 4 (of 4; Garth Ennis & Darick Robertson; *MAX Comics)* Witness the true beginning of Captain Frank Castle's metamorphosis into the Punisher. Mature readers. $3.50

Captain America 18 *(Captain America Lives Again!* 2 of 4; Dave Gibbons & Lee Weeks; *Marvel Knights)* Cap must find out how history has been changed, and what does the Nazis' terrifying ultimate weapon have to do with it? $2.99

one-shot **Captain America Vol 1: The New Deal** (John Ney Rieber; tpbk) From the ruins of the World Trade Center to the horrors of a small town shaken by terrorism, the star-spangled SuperSoldier is forced to make some hard decisions about his role in the world. Collects Captain America #1-6. 160pg $16.99

Crimson Dynamo 3 (John Jackson Miller & Steve Ellis; *Epic)* Fun turns to terror for Gennady Gavrilov, who realises he's responsible for the Crimson Dynamo's destructive rampage. $2.50

Fantastic Four 504 *(Authoritative Action* 2 of 6; Mark Waid & Howard Porter) How can the Four liberate a land whose citizens hate and fear them? $2.25

Hulk: Nightmerica 4 (of 6; Robin Laws & Brian Ashmore) Banner and Chrissie must infiltrate a deadly cult to retrieve their next member on the quest for the dreaded place called Nightmerica. $2.99

The Incredible Hulk 61 *(Split Decisions* 2 of 6; Bruce Jones & Mike Deodato) Creepy crawly creatures, the return of Doc Samson, and the unmasking of the real Mr Blue. .. $2.25

The Inhumans 5 *(Culture Shock* 2 of 3; Sean Mckeever & Matthew Clark; *Tsunami)* The Inhumans get jobs! But even if you're genetically bred to be a warrior, what chance do you have surviving a job in the campus cafeteria? $2.50

Mystique 6 *(Dead Drop Gorgeous* 6 of 6; Brian K. Vaughan & Jorge Lucas) Mystique is faced with a decision that will firmly decide whether she's on the side of good or evil. $2.99

The Punisher 32 *(Streets of Laredo* 5 of 5; Garth Ennis & Cam Kennedy; *Marvel Knights)* The Punisher finds himself knee-deep in a gunrunning ring in the middle of Texas. $2.99

Silver Surfer 3 (Stacy Weiss & Dan Chariton) Denise Waters delves further into the mystery of her missing daughter as the Surfer's plan begins to take form. $2.25

Thor: Vikings 3 (of 5; Garth Ennis & Glenn Fabry; *MAX Comics)* Dr Strange helps Thor fight Harald Jaekelsson and his band of Zombie Vikings who are pillaging modern day Manhattan. Mature readers. $3.50

Thunderbolts Vol 1: How To Lose (John Arcudi & Francisco Ruiz Velasco; tpbk) The world of the comic book supervillain is often a glamorous one – filled with wealth, infamy, and great power – until the inevitable defeat at the hands of superheroes! But what about the supervillains who don't even rate the attention of superhero – the second-class villains without hope? Collects Thunderbolts #76-81. 144pg $14.99

Ultimate Six 2 (of 6; Brian Bendis & Trevor Hairsine) Find a few questions answered about the collection of supervillains. $2.25

The Ultimates 12 (Mark Millar & Bryan Hitch + Paul Neary) The Ultimates take the battle to the alien infiltrators – the deadly Chitauri. $2.25

Venom 5 *(Shiver* 5 of 5; Daniel Way & Francisco Herrera) Venom's killing spree comes to a head, as we learn more about his mysterious past. $2.25

Weapon X 13 (Frank Tieri & Georges Jeanty) Amidst betrayals and revelations, in order to survive the agents of Weapon X must choose sides and forge alliances – as the mystery menace among them stands revealed! ... $2.99

X-Treme X-Men 31 *(Intifada* 1 of 5; Chris Claremont & Igor Kordey + Scott Hanna) The Extreme team decides to take on a new global role. $2.99

X-Statix 14 *(Di Another Day* 2 of 5; Peter Milligan & Mike Allred) Can the fame-hungry crew possibly stand taking a backseat to Ms Spencer's white-hot celebrity? And where does a certain wall-crawling superhero fit into all of this? $2.99

RELEASED AND ON SALE IN

SEPTEMBER

Aardvark Vanaheim

Cerebus 294 *(Latter Days* 29 of 35; Dave Sim & Gerhard) Featuring the return of Cerebus' classic *Latter Days* uniform – saggy black tracksuit bottoms and a baggy no-name sweat shirt! 24pg b&w $2.25

Abstract Studios

Strangers in Paradise 61 (Terry Moore) The beginning of a three-part miniseries telling the story of young David

Qin's turbulent teen years, illustrating why SiP's quietest member may be its most deadly. b&w 24pg $2.95

Amaze Ink/ Slave Labor

Bear 2 (Jamie Smart) This issue lays bare more escapades in Bear's tormented existence and details his suffering at the paws of his pointy-eared adversary Looshkin. 24pg b&w . $2.95

Evenfall 4 (Pete Stathis) Falling from one nightmare world into another, Phoebe finally faces the reality that these encounters are more than mere hallucinations, and her true quest begins. Mature readers. 24pg b&w $2.95

Gloom Cookie 17 (Serena Valentino & Breehn John Burns) Learning a monster is responsible for her death, Lex chooses to become a ghost so she can stop Damion and Chrys from seeking revenge on Artemus. Mature readers. 24pg b&w $2.95

Little Scrowlie 3 (Todd Meister & Jennifer Feinberg) Will Scrowlie survive the unknowable horror in the caverns beneath her spacious live/work loft? 24pg b&w $2.95

Nightmares and Fairy Tales 6 (Serena Valentino) Cinderella's evil stepmother makes a pact with a demon to make her own daughters more beautiful, in hopes of their catching the eye of the Prince at The Royal Ball. 24pg b&w $2.95

Patty Cake & Friends Vol 2 #9 (Scott Roberts) It's bad enough that Patty has to include Susie McBee in her group, until Jose and Keith decide to go to the rich side of town for bigger treats, and take a scary shortcut to get there. 48pg b&w .. $4.95

new **Skully Underpants** 1 (Dan Gregor) See evil sock puppets, Pipo the Knife-Fighting Monkey, and mutants running amok. 24pg b&w $2.95

Tupelo 2 (Matt DeGennaro & Phil Elliott) Captain Tupelo, The World's Greatest Junkie Superhero, takes Karen on a trip to a Happy Good Place. Mature readers. b&w $2.95

Antarctic Press

one-shot **Dragon Arms Pocket Manga** Vol 1 (David Hutchison; tpbk) The wizard Anrack assembles five warriors and trains them to use the powerful, ageless Dragon Arms. But even these may not be enough to vanquish the masters of death! 160pg b&w $9.99

one-shot **Gold Digger Annual 2003** (various) Readers show Fred Perry how it should be done by telling their own tales using their favourite Gold Digger characters. 48pg b&w $4.95

Gold Digger Perfect Memory Vol 3 (various) This issue kicks off the first retrospective on Fred's colour Gold Digger series, covering the first twenty-five issues, Gold Digger Beta and other bonus material, plus character guides for the ever-expanding cast. 72pg b&w . $5.95

new **Gold Digger Pocket Manga** Vol 1 (Fred Perry; tpbk) Gina and Brittany must foil the dragon Dreadwing's attempt to control Merlin's Time Raft. 160pg b&w . $9.99

Junction 17 #3 (of 4; David Hutchison) The remaining players of Black Wave regroup in the subway in an effort to find more clues about their stalker. .. $3.50

Men's Altered Wars Chronicles 3 (Ted Nomura) This issue includes more chapters on the Nazi and Japanese shadow wars during WWII. Mature readers. 48pg b&w $4.95

Neotopia Vol 2 #3 (of 6; Rod Espinoza) The enemy reaches the shores of Eriden, and Nalyn and her crew are blamed for bringing disaster to the island. .. $3.95

one-shot **Ninja High School Yearbook 2003** (various) Celebrate 15 years of Quagmire High-jinx with all the NHS gang, from Jeremy, Ichi and Asrial to Professor Steamhead, Arnie and Mimi. 48pg b&w $4.95

Twilight X: Storm 5 (Joseph Wight) Somewhere in the Caribbean, Neo-Nazis and the remnants of the American Navy begin the last battle of World War III. Bimonthly. b&w $3.50

Archie Comics

Archie 541 (Greg Crosby & Stan Goldberg) When Veronica decides to have an apple-bobbing contest at her Halloween party, it turns out to be a rotten idea in more ways than one. $2.19

Archie & Friends 75 (Mike Pellowski & Stan Goldberg) in this issue-length story, Archie enrols in a college simulation program. $2.19

Archie & Friends 76 (George Gladir & Rex Lindsey) Saga recasting Archie and Jughead in the roles of the Wright brothers; will their dreams be grounded? $2.19

Archie Mysteries 31 (Paul Castiglia + Barbara Jarvie & Fernando Ruiz) Someone is stealing books from the town library, but only those by one particular author. $2.19

Betty 130 (George Gladir & Stan Goldberg) When Nancy takes over coaching Betty's junior soccer team, she has to learn the fundamentals – including dealing with soccer Mums. $2.19

Betty 131 (Kathleen Webb & Stan Goldberg) Removing stains proves to be a strain for Archie and Betty. $2.19

Betty & Veronica 193 (Kathleen Webb & Jeff Schultz) Veronica is determined to come up with the perfect costume for her Halloween party – even if Betty or Noriko have to come up with it for her! .. $2.19

Jughead 154 (Craig Boldman & Rex Lindsey) Jughead finds himself the mystery – or at least, he's being used in mysterious ways! $2.19

Sabrina the Teenage Witch 50 (Abby Denson & Holly Golightly) Sabrina's working overtime as a teen advice columnist for an other-realm magazine. $2.19

Sonic the Hedgehog 128 (Benny Lee + Dawn Best & Jim Amash) Sonic hooks up with a fleet of alien mercenary starships, banded together to find and destroy a space being of incredible power that has left a trail of galactic devastation in its wake. $2.19

Veronica 145 (Dan Parent) Veronica takes a sudden interest in the Bard when she gets a load of the hot hunk playing the lead in the drama club's version of Romeo & Juliet. $2.19

Avatar Press

new **Alan Moore's Yuggoth Cultures** 1 (of 3; Alan Moore + Bryan Talbot & Juan Jose Ryp) Yuggoth Cultures and Other Growths features Moore's long-out-of-print short sequential comic book stories. This issue features *Nightjar*, a story written 20 years ago to run in Warrior Magazine, but never fully drawn. Mature readers. Variant cover. 40pg b&w $3.95

Frank Miller's Robocop 3 (Frank Miller & Steven Grant + Juan Jose Ryp) Robocop has more than he can handle when the OCP mercenaries are unleashed to take him down. $3.50

Jungle Fantasy 4 (Di Amorium & Anibal Maraschi) Features the final chapter of Ivory's first adventure about a prehistoric mother who is forced into action to protect her newborn babe. Mature readers. b&w $3.50

Bongo Comics

Bart Simpson's Treehouse of Horror 9 (various) Featuring a scary story of murder, torture, and revenge as Moe exacts a pound of flesh from Homer. 48pg $4.99

Futurama Comics 15 (Rogers & Delaney) Fry's dreams come true when he is offered the chance of a lifetime — to play the part of his childhood comic book hero Space Boy in a big budget, special effects filled, motion picture extravaganza. $2.99

Heroes Anonymous 2 (of 6; various) Presenting the story of The Gay Avenger. Witness the life of Butch Baxter, raised on a rice paddy in the Midwest, home schooled, and shielded from anything more threatening than polka music! Mature readers. b&w $2.99

Simpsons Comics 86 (Boothby & Morrison) Bart discovers Grandpa's secret past as a surfin' stuntman/soldier of fortune. $2.99

CG Entertainment

Brath 8 (Chuck Dixon & Andrea Di Vito + Roland Paris) At the feet of the Emperor, Brath receives the shock of his life! $2.95

Brian Pulido's Lady Death: A Medieval Tale 8 (Brian Pulido & Fabrizio Fiorentino + Ted Pertzborn) Can Lady Death cross the bridge of the borderlands and infiltrate the realm of the enigmatic Eldritch? $2.95

The Crossovers 9 *(Cross Your Hearts* 3 of 3; Robert Rodi & Joe Staton + Ernie Colon) The Goddess of Discord is still playing havoc with everyone's love life. $2.95

one-shot **Crossovers Vol 1: Cross Currents** (Robert Rodi & Mauricet + Ernie Colon; tpbk) *See Close-Up, below.*

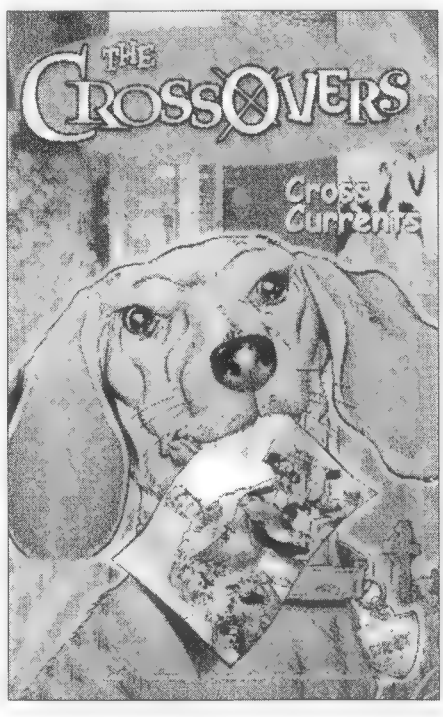
Crux 30 (Chuck Dixon & Sergio Cariello + Rob Hunter) The newly reinforced Atlanteans collide with the endless hordes of Negation amphibian monsters, and to the victor goes Earth itself! $2.95

Don Bluth's Dragon's Lair 2 (of 6; Andy Mangels & Fabio Laguna) On his valiant quest to save his true love, Dirk the Daring has ventured into the Grim Dingy Swamps – as the Lizard King waits in the shadows! $2.95

Don Bluth's Space Ace 2 (of 6; Robert Kirkman & Paulo Borges) Commander Gorf has come looking for his twin brother Borf – and now Ace will have to face the effects of both the Infanto Ray and the Geezero Ray! $2.95

new **El Cazador** 1 (Chuck Dixon & Steve Epting) When a fiery Spanish donessa runs afoul of a villainous armada, she sets sail with vengeance in her heart – reborn as Captain Sin! 48pg $2.95

The First 35 (Barbara Kesel & Andy Smith + Robin Riggs) Here comes the Hound! You've wondered about their true nature – and now the enigmatic Enson and Wyture battle a side of themselves that they can no longer control! .. $2.95



close-up

Crossovers Vol 1: Cross Currents

CG Entertainment

Writer: Robert Rodi

Artist: Mauricet + Ernie Colon

Meet Carter Crossover, the superhero known as Archetype, his wife Calista, a fourth-generation vampire slayer, daughter Chris, aka the warrior princess Eradika, and son Clifford, UFO abductee and alien collaborator. Can a family survive the rigours of four genres and only one bathroom? Reprints The Crossovers #1-6. 160pg $9.95

ON SALE SEPTEMBER

new **Masters of the Universe – Icons of Evil: Tri-Klops** 1 (Robert Kirkman & Diogenes Neves) Deep in the heart of Eternia's Dark Hemisphere lies a fortress containing vast amounts of untapped technology, and Keldor wants it. 48pg $4.95

Meridian 40 (Barbara Kesel & Vincenzo Cucca + Don Hillsman II) Desert storm! En route to Sheristan, Sephie flies directly into a sandstorm... of a decidedly unnatural origin! .. $2.95

Mystic 40 (Tony Bedard & Paul Pelletier + Roland Paris) Giselle and her erstwhile ally travel to the Tantric Lands on the trail of the traitorous Vashua... but can she trust the mystery man leading the hunt? $2.95

Negation 22 (Tony Bedard & Dave Ross + Tom Simmons) In the aftermath of their costly rescue attempt, the squad that Obregon Kaine fought so hard to pull together is coming apart at the seams! $2.95

The Path 19 (Ron Marz & Matthew Smith + Mark Pennington) Obo-san attempts to flush out a traitor as he challenges the Storyteller about his true nature – leading to a devastating confrontation with the awesome power of the Weapon of Heaven! $2.95

R.A. Salvatore's Demonwars: Eye For An Eye 5 (of 5; R.A. Salvatore & Scott Ciencin & Greg Tocchini + Andrew Pepoy) When a murderer is revealed the barbarian ranger Andacanavar must choose between administering justice – or taking bloody revenge. $2.95

Route 666 #16 (Tony Bedard & Karl Moline + Drew Geraci) in their nation's heartland, Cassie Starkweather and Sheriff Cisco seek sanctuary with an enclave of fundamentalist farmers – but the secret they harbour is a supernatural magnet to Cassie's powers of paranormal perception! $2.95

Ruse 24 (Scott Beatty & Butch Guice + Mike Perkins) The Enigmatic Prism nearly killed Simon Archard and Emma Bishop – and now history may repeat itself! The mysterious gemstone is missing, and little do our daring detectives know that the cursed crystal lies at the focus of several seemingly unrelated crimes! $2.95

Scion 40 (Ian Edginton & Luke Ross + John Dell) Instead of fighting each other, can the Heron and Raven kingdoms fight side-by-side? $2.95

Scion Vol 5: The Far Kingdom (Ron Marz + Jim Cheung & Jim Fern + Don Hillsman II) Prince Ethan has carved out an island home for the former slaves of his world – but can he protect it? Reprints Scion #28-33! 160pg . $15.95

Sigil 40 (Chuck Dixon & Dale Eaglesham + Andrew Hennessy) He's a battle-scarred soldier who just wants to live his life out of the spotlight. But to save the universe from the horrors of the Negation, Sam will have to make a huge decision! $2.95

Sigil Vol 5: Death Match (Chuck Dixon & Scott Eaton + Andrew Hennessy; tpbk) Humanity's last hope for survival is a grizzled galactic mercenary, and to save us all, Samandah! Rey must face the mighty Saurian Weaponsmaster! Reprints Sigil #27-32! 160pg ... $15.95

Silken Ghost 5 (of 5; Chuck Dixon & Will Rosado + Chuck Gibson) The remaining ghost warriors finally reach the mountain fortress of their master – and find that their greatest enemy has become more powerful than ever! $2.95

Sojourn 27 (Ian Edginton & Greg Land + Jay Leisten) Sick of the desert sand, our fearsome foursome sets sail for Skarnhime – but no one warned them about sea serpents! $2.95

Solus 7 (Barbara Kesel & George Pérez + Rick Magyar) First she took the mark from the barbarian warrior Brath – now

Andra Radiant captures a new piece of her past! $2.95

new **Tales of the Realm** 1 (of 6; Robert Kirkman & Matt Tyree) What if the amazing elements of sword and sorcery were blended with the familiar hustle and bustle of modern life on Earth? Find out in the hit TV show *Tales of the Realm*. $2.95

Way of the Rat 17 (Chuck Dixon & Jeff Johnson + Tom Ryder) When the Silken Ghost discovers a weapon that can save the city of Zhumar from the ghost of Judge X'ain, Boon Sai Hong once again leaps into the crossroads of destiny. $2.95

Claypool

Elvira 125 (Strom + Sutton & Lachance) Tabloid reporter Karl Koaltax sees supernatural causes lurking behind every crisis. Now he's enlisted Elvira to help him prove it, in *The Fright Stalker!* b&w $2.50

Soulsearchers 62 (David + Heebink & DeMulder) Bridget and Baraka find themselves drawn into a bizarre gathering at Gooseflesh Park, which embroils them in a centuries-old curse. b&w $2.50

Dreamwave

Darkminds: Macropolis Vol 2 #1 (various) Macropolis's most sinister serial killer continues to torture Nagawa with his sadistic game, luring him to the city's most dangerous corner – the lawless streets of the Red Light District. Variant cover. $2.95

new **Megaman** 1 (Brian Augustyn + Mic Fong & Stuart Ng) When that malicious mastermind Dr Wily threatens to conquer the world with his legions of Automatons only Dr Light's greatest creation, the mighty super robot Mega Man can put a stop to him! $2.95

Necrowar 3 (Simon Furman & Adi Granov) Caught up in the machinations of friend and foe alike, Damien Arnaz and Ebon Squad descend further into the sucking maelstrom of their new, altered existence. $2.95

Teenage Mutant Ninja Turtles Animated 4 (Peter David + LeSean & Erik Sander + Rob Ruffolo) The Purple Dragons, New York City's toughest street gang, is on the run from a goalie-stick-wielding vigilante who's tearing through their ranks. $2.95

Transformers: Armada 15 (various) It's a race against time to retrieve Optimus Prime from a devastated Cybertron, one on the verge of total destruction. $2.95

Transformers: Armada Vol 2 (various; tpbk) Featuring a fortress base on the moon, a secret enclave of Mini-Cons, Megatron on the offensive, and Optimus Prime on a collision course with disaster! Collects Armada issues #6-11. 160pg $15.95

Transformers: Generation One Vol 2 #6 (of 6; various) With Optimus and company on the ropes, it appears that all is lost for the Autobots. But why does Shockwave need the Matrix and what does he have in store for Cybertron once he captures it? $2.95

Transformers: More the Meets the Eye 6 (of 8; Adam Patyk & various) Find out what makes Soundwave, the Stunticons, Skywarp, and the scheming Starscream tick with all-new biographies. 64pg $5.25

El Capitan

The Collected Stray Bullets Vol 8 (David Lapham) Reprints #29-32 of Stray Bullets, featuring the conclusion to Virginia's kidnapping and her traumatic return home. 124pg b&w $14.95

Stray Bullets 35 (David Lapham) Find out about Virginia Applejack's life, and her traumatic return to her horrible mom, her mum's new boyfriend, and his skanky old girlfriend. b&w $3.50

close-up

Will Elder: The Mad Playboy of Art

Fantagraphics Books

Writer/Artist: Will Elder

A gigantic coffee table tome collecting Will Elder's best work from more than half a century of drawing and painting. Included are stories from the original MAD comic, Humbug, Help!, and Little Annie Fanny pages directly from the original painted artwork. Includes commentary by Hugh Hefner, Harvey Kurtzman and Jerry Garcia. Mature readers. 9x12" 300pg $49.95

ON SALE SEPTEMBER

Fantagraphics

Angry Youth Comics 5 (Johnny Ryan) Loady shaves a monkey. Mature readers. b&w 24pg $2.95

one-shot **B. Krigstein: Comics** (ed. Greg Sadowski; hbk) This is the companion volume to B. Krigstein, a full-colour collection of 36 complete stories representing the best work throughout his career. 240pg $49.95

The Complete Crumb Comics Vol 16 (R. Crumb) Featuring are classics from Zap, Weirdo and more, including *Cave Wimp*, the story of the first nerd, and *A Short History of America*. Mature readers. 104pg $18.95

one-shot **Mabel Normand and Her Funny Friends** (various) Classic comics bringing back to life the farcical comedy of screen legend Mabel Normand. b&w $4.95

one-shot **Stuff and Nonsense** (A. B. Frost; hbk) The first extensive reprinting of stories by A. B. Frost. Collects the three albums of sequential graphic stories he published in his lifetime, plus strips about golf. 200pg b&w ... $22.95

one-shot **Will Elder: The Mad Playboy of Art** (Will Elder; hbk) *See Close-Up, above.*

Image Comics

The Agents 6 (of 6; Kevin Gunstone & Ben Dunn) Escaping from the clutches of the nefarious C.A.B.A.L Nigel Cord returns to Daedalus' jungle lair where a soul-searching decision confronts him. b&w $2.95

one-shot **The Art of Joseph Michael Linsner** (Joseph Michael Linsner) Collects covers and over a dozen previously unseen and unpublished paintings, plus scores of rare production sketches and colour roughs. 176pg $24.95

Battle of the Planets Vol II: Blood Red Sky (Munier Sharrieff & Wilson Tortosa; tpbk; *Top Cow)* Zoltar is coming to town. But will he rule with an iron fist or will the G-Force team prevail and save the citizens of Central West? Collects Battle of the Planets #4-9. 144pg $16.95

new **Capes** 1 (of 3; Robert Kirkman & Mark Englert) Meet the Meteor Twins, beings of immense power – as long as they stay within 20 feet of each other. $2.95

Casefiles: Sam and Twitch 5 (Marc Andreyko & Scott Morse) Twitch's life careers out of control! Will the pressure cause him to turn his back on everything he has believed? $2.50

Clockmaker 7 (of 12; Jim Krueger & Matt Smith + Zach Howard) Old clock worker Herbert shows how long in the tooth he's truly grown as he strikes at those that were cruel to him while Astrid and Hans make a terrifying discovery regarding the identity of the Five O'Clock Shadow. $2.50

new **David and Goliath** 1 (Jay Ju & Leonel Castellani) Bimonthly. New York City during World War II. William Hart tries to send an urgent message to his children to warn them of the danger that is headed their way, but is attacked by a Nazi Agent named Nichila. $2.95

G.I. Joe 22 (Josh Blaylock & Brandon Badeaux) Thought dead for years, Serpentor is back, and neither G.I. Joe nor Cobra is safe. $2.95

G.I. Joe: Frontline 15 (Gary Phillips & Jeremy Love) Lonzo Wilkenson, aka Stalker, takes some well-deserved R&R to spend time with his family. ... $2.95

G.I. Joe vs Transformers 4 (of 6; Josh Blaylock & Mike Miller) Thanks to Wheeljack, Bumblebee, and mysterious e-mails all over the world, G.I. Joe finds the location of Cobra Island and a scout team is deployed with one goal: bring Optimus Prime back on-line. $2.95

new **Hawaiian Dick: The Last Resort** 1 (of 4; B. Clay Moore & Steven Griffin) Byrd arrives at the Seaside Sands Resort in his sparkling new convertible, and walks straight into trouble. $2.95

new **Heaven's Devils** 1 (of 4; Jai Nitz & Zach Howard) Alan's criminal existence is exposed when a young boy is caught in the crossfire of his drug smuggler lifestyle. b&w $2.95

The Hedge Knight 2 (of 6; George R. R. Martin + Ben Avery & Mike S. Miller) Placing every worldly possession on the line to challenge in the tournament at Ashford meadow, Dunk does all he can to make a name for himself. $2.95

Hellhounds 2 (George T. Singley IV & Joe Abraham) King and Shock confront the sadistic Kensui and learn of an insidious plot growing in the underground of Hadean Gates. $2.95

Invincible 7 (Robert Kirkman & Cory Walker) Finally after numerous mentions in the book and countless off-screen deeds, the Guardians of the Globe make their triumphant first appearance. $2.95

Kore 5 (Josh Blaylock & Tim Seeley) Alexander (Kore) Crane faces his hardest test yet when the Archean lures him back to Earth. If he doesn't obey the sinister wizard, his girlfriend Mandy will die, but if he does, the entire world will pay the price. $2.95

Legacy 3 (Carmen Treffiletti & Edu Francisco and Lynx Studio) The fires of war are ablaze as a haunting darkness looms over the military stronghold of Metzsta City. $2.95

Magdalena 3 (of 4; Brian Holguin & Eric Basaldua + BATT; *Top Cow)* The Pagan organisation known as The Bright Hand is planning to bring forth a new age on Earth-an age that will sweep aside civilisation as we know it! $2.99

Micronauts 11 (Dan Jolley & Steve Kurth) With Baron Karza moments away from carrying out his plan of global genocide, only the Micronauts stand between him and the conquest of the entire Earth dimension. $2.95

Misplaced 3 (Josh Blaylock & Josh Blaylock + Clint Hilinski) Alyssa experiences her first night club when she accepts Rocko's invitation. She also experiences her first beer – then another, and another. $2.95

Mythstalkers 6 (Douglass Barré & Jiro) Kenneth, Lord Marston and Mrs Chatterton venture into Faerieland in a desperate attempt to recover their child. $2.95

Noble Causes: Distant Relatives 3 (of 4; Jay Faerber & Ian Richardson + Ray-Anthony Height) A bitter betrayal sours Frost's visit with his family, as Liz searches a strange landscape for any sign of Race. $2.95

new **Oxido** 1 (of 6; Larry Hama & Pablo Raimondi) A small unit of law-enforcement officers is bringing in the baddest outlaw in the known systems from the totally lawless galactic rim. $2.95

Paradigm 12 (Matt Cashel & Jeremy Haun) As college campus riots tear apart the city of Bogsdale, Dick contacts Rusty as to the whereabouts of the missing journal pages, Ethan decides to throw a party, and Nick and Zeke complete the tests of the under-city that will grant them access to the city of Bogsdale's history. b&w 40pg $3.50

Powers 35 (Brian Michael Bendis & Mike Avon Oeming) All your Powers favourites are back to reveal the moment that changed everything. Diamond, Retro Girl, Zora, Triphammer, and much more. Mature readers. $2.95

Puffed 3 (of 3; John Layman & Dave Crosland) It's the end of the line for Aaron Owens, as a hoodlum with an itchy trigger finger makes good on a promise to put a bullet into his head. b&w $2.95

PVP 4 (Scott Kurtz) Bimonthly. Francis Ray Ottoman is the greatest gamer on the net. Or is he? The mysterious Devilfish is the one virtual opponent he can't seem to beat. b&w $2.95

Rex Mundi 6 (Arvid Nelson & Eric J) Genevieve and Julien revisit the secret library beneath the Church of the Magdalene, which is being guarded by the Inquisition. There, they learn a shocking secret about an ancient order of knights supposedly exterminated many hundreds of years earlier, a secret that connects to the mystery of the stolen scroll. $2.95

new **Rising Stars: Untouchable – The Story of Laurel Darkhaven** 1 (of 5; Fiona Avery + J. Michael Straczynski & Brent Anderson + Brian Buccellato; *Top Cow)* Laurel Darkhaven had the ability to manipulate small objects with telekinesis and the smaller the object, the easier it was for her to manipulate it. The CIA recruited her after high-school, promising she would serve her country with pride, but what she discovered in her work in the shadows was anything but honourable. $2.99

Savage Dragon Vol IX: Worlds at War (Erik Larsen) Collects Savage Dragon #41-46. The deadly Darklord threatens to wipe out the planet Earth by swapping his doomed planet for ours and only the Dragon and the newly formed Special Operations Strikeforce can hope to save our imperilled planet. 144pg $16.95

Spawn 138 (Brian Holguin and Todd McFarlane & Angel Medina; *Todd McFarlane Productions)* Spawn, accompanied by the young witch named Nyx, discovers the person behind the frightful Horror Movie murders – a revelation that leaves them both stunned. $2.50

Strangers 5 (of 6; various) The Necromancer's threat to Earth is not over – the villain has now taken refuge in his ultimate citadel, a station in orbit around the Sun, from which he plans to cause our star to go nova, using Starlock's precious starseed. ... $2.95

new **Street Fighter** 1 (Ken Siu-Chong & Alvin Lee + Arnold Tsang) Ryu makes a solemn journey from Japan to San Francisco to deliver grave news to his old friend and sparring partner, Ken – that their master has been murdered by an unknown enemy. $2.95

Tomb Raider 34 *(Angel of Darkness* 3 of 3; Adam Hughes & Tony Daniel + Jonathan Sibal; *Top Cow)* Double-barrelled Lara Croft bounds all across Africa as she takes on her ultimate nemesis, Professor Werner Von Croy. $2.99

new **Trakk: Monster Hunter** 1 (Stan Winston + Francis Takenaga & Philip Tan) Trakk, the greatest hero our world has ever known,

has been missing for decades. The once great hero has become a homeless drifter, a barely recognisable shadowy image of his former self. Can he once again become the hero we need in time to save us all? $2.95

Victory 2 (of 4; Marcelo Cassaro & Edu Francisco) Bimonthly. Defeating the fiendish horde with minimal force, Victória soon realizes that she is not on her home-world of Arton. $2.95

Voltron: Defender of the Universe 5 (Dan Jolley & Mike Norton + Clint Hilinski) The moment of truth has arrived: a gigantic, horrendously destructive Robeast has landed on Planet Arus, and the only way Keith, Hunk, Lance, Pidge, and Sven can defeat it is by resurrecting the legendary Voltron. $2.95

new **WildGuard: Casting Call** 1 (of 6; Todd Nauck) With superheroes from around the globe showing up for the WildGuard casting call, a variety of talented and non-talented auditioners converge on the set. It's a battle of egos, nerves, and skill as the first round of tryouts gets underway... $2.95

Witchblade 69 (David Wohl & Francis Manapul; *Top Cow)* What started as a harmless road trip turns into Big Trouble for Sara Pezzini as she meets a group that calls itself The Family. $2.99

Moonstone

one-shot **Lance Barnes' Post Nuke Dick** (Stefan Petrucha + Barry Crain & Steve Buccellato; tpbk) *See Close-Up, below.*

new **Mr. Keen: Tracer of Lost Persons** 1 (of 3; Justin Gray & Lee Ferguson) Ninette Moeller is after Lucien Denali, a man who has done unspeakable damage to her. She hires the tireless Mr Keen: Tracer of Lost Persons, to hunt him down. Will they underestimate the sheer evil that runs through Denali? Mature. b&w ... $2.95

Oni Press

Blue Monday Vol 3: Inbetween Days (Chynna Clugston-Major; tpbk) Swoon at Clover's shamrock underpants! Giggle to Seamus doing the Humpty Dance! Cry for Bleu as she tells her pathetic Halloween story! Gasp at Victor's shocking new image! Mature readers. 112pg b&w $9.95

one-shot **Courtney Crumrin & The Coven of Mystics** (Ted Naifeh; tpbk) Someone is trying to blame peaceful Skarrow for an evil curse. And only Courtney and Uncle Aloysius are driven to prove his innocence. 128pg b&w $11.95

Kissing Chaos Vol 2: Nonstop Beauty (Arthur Dela Cruz; tpbk) Ashley has received a mysterious e-mail that has her standing in hot water between mysterious men in black and an on-line stalker. Mature. 112pg b&w $11.95

Love Fights 4 (Andi Watson) Just when you think nothing can stop Jack and Nora from becoming an item, a certain someone rocks the boat by spreading rumours about her and The Fader. b&w $2.99

one-shot **One Plus One** Vol 1 (Neal Shaffer & Daniel Krall; tpbk) David Coulson has an interesting job. If you're bad, he makes sure you take the proper fall for your evil deeds. So when he breezes into a young card sharp's life, know that there are some bad times around the corner. Mature. 136pg b&w $14.95

Scooter Girl 4 (of 6; Chynna Clugston-Major; tpbk) Ashton is going to get Margaret out of his life at all costs – and if that means crossing the lines of legality, so be it! Mature readers. b&w .. $2.99

Three Strikes 5 (of 5; Nunzio DeFilippis) Rey Quintana's mistakes have finally caught up with him in the form of bail enforcement agent Noah Conway. Even though the two men know that what's right and the law don't always match up, both are stuck playing out their part in this tragedy to the bitter end. Mature readers. b&w $2.99

Too Much Hopeless Savages! 3 (of 4; Jen Van Meter + Christine Norrie & Ross Campbell) The package slipped into Arsenal's luggage is the most popular item in Hong Kong, with bad guys, secret agents, and ill-defined hangers-on trying to get it back. b&w $2.99

Penny-Farthing

one-shot **Decoy: Stranded** (Courtney Huddleston) Join Decoy and Luck as an innocent walk in the woods turns into an overnight stand off with a 400 pound bear and an unresolved past. 48pg $3.50

The Victorian 20 (various) Even though Vinnie Scarpizzi is a small player in New Orleans, his latest money-laundering job for Claude Ballaré propels his reputation into the higher reaches of the crime world. $2.95

Sirius

Akiko 51 (Mark Crilley) A single issue containing six different features, from a four-page romp starring Akiko and Gax, to a Beatles parody that puts Mr Beeba in the role of John Lennon. b&w 24pg $2.95

Dogwitch 7 (Daniel Schaffer) The Black Treacle has healed Violet, following her near-death experience at the hands of The Guardians. But this mysterious dark substance became attached to her, in more ways than one. Mature readers. 24pg b&w $2.95

Tokyopop

Brain Powered Vol 3 (of 4; Yoshiyuki Tomino & Yukiru Sugisaki; graphic novel) Captain McCormick discovers an intruder on board – and it's her own son. She must put aside her personal feelings for him and go on with her duty. 192pg b&w $9.99

Dragon Hunter Vol 3 (of 9; Hong-Seock Seo; graphic novel) Seur-Chong's violent past as well as the consequences of his recent actions against the Chunjoo catch up with him. 192pg b&w .. $9.99

Forbidden Dance Vol 2 (of 4; Hinako Ashihara; graphic novel) Aya sneaks out of the National Ballet Competition to catch Nachan's performance and is amazed by what she sees. b&w $9.99

Happy Mania Vol 4 (of 11; Moyoko Anno; graphic novel) After a surprise visit from Takahashi, Shigeta comes to realise that he might not be such a bad guy and decides to marry him on a whim. Mature readers. 192pg b&w $9.99

King of Hell Vol 3 (of 5; Na In-Soo & Kim Jae-Hwan; graphic novel) Samhuk urges Majeh to kill the demons that have escaped from the Next World. 192pg b&w $9.99

Lupin III Vol 8 (of 14; Monkey Punch; graphic novel) When someone gets in Lupin's way, he is usually politely asked to move before the master thief turns to mortal violence. But what if Lupin has to face an immortal foe? 192pg b&w $9.99

one-shot **Miyuki-Chan in Wonderland** (CLAMP; graphic novel) There are many worlds in the universe outside of our own, connected by doors that are hidden to the eye. But if you chance upon those doors, you can be transported to a place where supple beauties reign supreme and all of your fantasies come alive... 120pg b&w $9.99

new **Planetes** Vol 1 (of 3; Makoto Yukimura; graphic novel) Haunted by a space flight accident that claimed the life of his beloved wife, Yuri finds himself six years later as part of a team of debris cleaners charged with clearing space junk from space flight paths. 192pg b&w $9.99

RAVE Master Vol 5 (of 18; Hiro Mashima; graphic novel) Haru Glory and his friends emerged from Tremolo Mountain with the RAVE of knowledge and a new form for his Ten Powers Sword that grant him the ability to move at the speed of sound. 192pg b&w $9.99

Rebound Vol 4 (of 11; Yuriko Nishiyama; graphic novel) It's finally here, the big game against Nango Daitsukuba High School in Ibaraki, the team that knocked Johnan out of the tournament in the first round last year. 192pg b&w $9.99

Samurai Deeper Kyo Vol 3 (of 18; Kamijyo Akimine; graphic novel) Okuni Izumono discovers a rebel group's secret hideout and must depend on Kyooshiroo for protection. 192pg b&w $9.99

Black Library

one-shot **Liber Chaotica: Nurgle** (various) Volume detailing the facts and facets of the plague god, Nurgle. Mature readers. 96pg $29.99

one-shot **Lone Wolves** (various; hbk) On the ice-world of Shadrac, Sergeant Marlin leads his unit of beleaguered guardsmen away from the rampaging tyranid hordes. A miracle is all he can hope for. 96pg b&w $19.99

Tales from the Ten-Tailed Cat Vol 2 (various) Chronicling stories told at the literary gathering place known as the Ten Tailed Cat in Talabheim. 56pg b&w $6.99

Warhammer Monthly 72 (various) Necromunda's suave bounty hunter Kal Jericho is back on firm ground after his adventures in deep space. 40pg b&w $3.50

UK NEWSSTAND

DC Thomson

The Beano 3179-3182 (weekly; various) Humour anthology featuring Dennis the Menace, the Bash Street Kids, and all your favourites. £0.55

Beano Superstars 141 (various) One complete strip of the long-running humour anthology. 36pg £0.65

Classics from the Comics 87 (various) Anthology reprinting classic cartoon strips from DC Thomson's vintage kids' comics Beano and Dandy. 68pg b&w £1.20

Commando Action And Adventure Stories 3646-3653 (eight per month; digest; various) Featuring one self-contained comic strip per issue. Some new material. 68pg b&w £0.80

Fun-Size Beano 143-144 (fortnightly; various) Pocket-sized spin-off from the Beano featuring Dennis the Menace, and all the usual suspects. 68pg £0.60

Panini Comics

Action Man 88 (four-weekly; various) All-new soldier adventure yarns, plus quizzes and prizes based on the action figure. 28pg £1.50

Astonishing Spider-Man 101 (four-weekly; various; *Marvel UK)* Official UK outing for US Marvel comic adventures, with free posters and extras. 76pg £2.40

Avengers United 31 (various) Fast-paced action from Marvel's largest superhero team including the Hulk, Captain America, Iron Man, Hawkeye and the Scarlet Witch. £2.40

Doctor Who Magazine 335 (four-weekly; various) Contains celebrity interviews, feature articles and original stories based on everybody's favourite doc. 52pg £3.30

Essential X-Men 104 (four-weekly; various; *Marvel UK)* Contains material from US editions Giant Sized X-Men #1 and Uncanny X-Men #358. 76pg £2.40

Powerpuff Girls Powerzine 16 (various) Comicstrips and fun, entertaining and humorous features presented by the 3 super-heroines, Blossom, Bubbles and Buttercup. £1.75

Scooby Doo 4 (various) Regular vanquishing of baddies who, frankly would have got away with it if it weren't for those pesky kids. Also contains competitions, activities, quizzes and more! £1.99

Spectacular Spider-Man 89 (eight-weekly; various) New comic strips and games. Plus a bunch of free posters and a competition. 36pg £1.75

Transformers Armada 5 (various) Original UK comic strip, data files, cyber-puzzles, competitions and more. . £1.75

Ultimate Spider-Man 20 (various; *Marvel UK)* Tells a tale of Spider-Man, retold with modern-day computer enhanced artwork. This comic series focuses on the adventures of 15-year old Peter Parker as he attempts to survive battles with evil supervillains and high school bullies alike! £1.95

Ultimate X-Men 6 (various; *Marvel UK)* Reveals the incredible origins of Cyclops, Marvel Girl, Storm, Beast, Colossus, Iceman – and adds some razor-sharp adamantium just to hot things up! £1.95

Wolverine & Gambit 90 (four-weekly; various; *Marvel UK)* Compiles US Marvel's own brand of Wolverine comic strips plus magazine-style feature articles on the tortured toothy one. 76pg .. £2.40

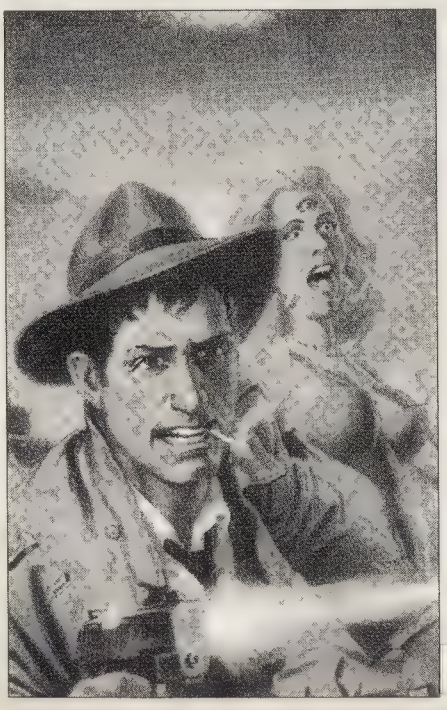
Rebellion

2000 AD #1356-1359 (various) Judge Dredd fights for his life in the conclusion to *The Satanist,* hitmen Sinister Dexter head for the Far East in *Junk Bond,* and the horror intensifies on Leviathan ... $3.75

Judge Dredd Megazine 210 (various) There's two-fisted gun action for Dredd himself in the final part of *Hong Tong,* camp vamp Devlin Waugh battles the creatures from the depths in *Red Tide,* and fiend Judge Death continues his journey through the wilderness. 100pg $10.99

one-shot **The Making of Judge Dredd vs Judge Death** (Jamie Boardman; tpbk) Go behind the scenes of the new videogame, Judge Dredd vs Judge Death, with features ranging from the new Asura graphic novel to the most notable villains. Mature. $32.95

one-shot **Young Death: Boyhood of a Superfiend** (John Wagner & Peter Doherty; hbk) Journalist Brian Skuter's got an interview with Judge Death! Probing deep into Death's past, he'll find the boy behind the monster. Mature. $24.95



close-up

Lance Barnes' Post Nuke Dick

Moonstone Comics

Writer: *Stefan Petrucha + Barry Crain*

Artist: *Steve Buccellato*

Gumshoe Lance Barnes snips the wrong wire on an ICBM and ends the world! He guiltily wanders the post-apocalyptic landscape with his one-legged secretary. GENIUS. Includes the previously published Epic four-issue miniseries, as well as a new illustrated short story by Petrucha. Mature readers. 136pg $16.95

ON SALE SEPTEMBER

Comment

Comics International, 345 Ditchling Road, Brighton BN1 6JJ

Comment is a forum to enable fans and professionals alike to express their personal points of view on aspects of the comics industry. As such, the following opinions do not necessarily reflect those of this publication, but space will be given in subsequent issues to well-reasoned opposing views. Submissions are edited only for grammar, clarity and brevity.

Ten things I hate about you...

Comment by Comic Shop Employee, Central London

THE following is based entirely on my experiences as someone who has worked behind the counter of various comic shops for many years. Please forgive my anonymity, comic fans (and shop owners) can be an unforgiving crowd. If nothing that is said here applies to you, congratulations, you are a valued and loved customer.

If not, well, as Kevin Smith once said, "Just because we serve you, doesn't mean we like you."

*1) No, **Black Cat's League of Ultimate Planetary** hasn't shipped yet.* Rather than get in a huff with me, why not send an e-mail venting your annoyance to publishers (alright, Joe?) who solicit work from creators (Warren, Bryan, alright?) which blatantly isn't ready yet?

2) Put it back where you found it. We don't come into your offices, reaarange all the stuff so no-one can find it and then leave, do we?

3) If your girlfriend doesn't like comics, don't bring her into a comic shop. Nothing stinks up a room more than your sulking partner scowling and moaning about being in the "geek shop". You don't go shoe shopping with her, do you? Oh, you do? My mistake.

4) This is not a Library. 'Reading' and 'browsing' are two different words for a reason. If we wanted to watch people clutter up the place reading every last word of a magazine that they have no intention of buying, we'd have got a job in Borders.

5) A comics bag is a privilege, not a right. The habit of shops handing out comics bags seems to have become taken for granted over the years. These things do actually cost us money. We're doing you a favour by providing them, so don't look quite so self righteous when you ask for one. The word "please" often helps.

6) Wait your Turn. If I'm talking to a customer, I'm going to deal with their enquiries to the fullest extent of my abilities. I am NOT going to rush them through just because you're bobbing up and down in my periphal vision like a hyperactive weeble. Patience, grasshopper.

7) Turn it Down. You may feel like a member of the revolution by playing Rage Against The Machine on your Mp3 player, but you're actually just annoying everyone by playing 10-year old albums with your rich boy technology. How radical are you now?

8) No, I don't how much your "rare" comic is worth off the top of my head. But my initial guess is "not much". Few things published after 1975 are. Go look on eBay.

9) Don't talk on your phone when we're trying to tell you how much your comics cost. Until the day comes that we're all replaced by vending machines and you don't have to look so sheepish buying your *Drunna* books, we are living, breathing people. Don't be rude to us or we'll hide the new issue of **New X-Men** until you leave.

10) No, it still hasn't come out. Yes, I know it was due three weeks ago. Now, stop sulking.

Altruism rules, ok?

Comment by William Keen, Bideford, Devon

I RECENTLY bought the *Daredevil* DVD, and amongst the bonus features was a section regarding the comicbook and its various creators. One of the artists featured was John Romita Jr, who made the claim that any fellow artist who said they weren't in it for the pay cheque was lying.

I think he's wrong. It's more likely that writers and artists on the whole actually enjoy what they do, and that being paid means they can make a living from their art.

I understand that Romita Jr is a popular artist and is an expert at what he does, but to me his drawings look like how he describes them: a job. It is a shame that he does not share the same passion that artists such as Frank Miller, Bill Sienkiewicz and Howard Chaykin – to name just three – obviously do. You can see it in their comics.

Still, as long as he's paid...

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Rich Johnston's LYING IN THE GUTTER

The mild-mannered creator/writer of the Internet's original comics industry rumour and news column has outraged many a publisher and survived more than one change of website. But, despite several attempts to stop it, the Squiddy Award-winning gutterpress site continues to thrive, with over 20,000 hits a week at its new home of www.comicbookresources.com

From his unique vantage point, Rich often scoops the industry newshounds with his stories. Here are the highlights from this month's Gutter...

Sneaking a Peek

Marvel's bid for film studio Artisan has turned a few heads, especially considering the still-debt-laden status of Marvel. But could it just be a ruse to get a chance to look at the books of a company that has licensed so many Marvel properties?

Authority Authoritive

So what is up with the current version of **The Authority**? Creators on the **Andy Diggle Forum** have been tossing this back and forth. Tony Lee wrote:

"Spoke to Morrison in the pub a month or so back and he was a tad disillusioned with the art style too – said that it removed something from the story, that certain things weren't being understood and therefore not put through into finished product. He also said that it was a slow burn by necessity and that it would build better and better as it went on. Whether this means the artist begins to understand I don't know, but I'm willing to give Robbie six or seven issues because he's a top bloke."

When people started asking about Frazer Irving no longer being associated with the title, he popped up to comment. "(sings) eevr'y bodies talkin' bout me, I can't hear a wurd they're sayin'... U want the skinny on my flirtation with **The Authority**? Here goes – assuming that none of this was ever deemed top secret by the guys in charge. I got the offer to do the regular series first, which kinda shocked me, but was then reduced to a one-off probably to test me and Robbie before committing to the full shebang. Now, when I started the strip I had just moved to Croatia on a lover's whim and got dumped by the lady I was s'posed to be living with, so I was in a sad state of flux which led to me producing some work which may not have been the uber-quality the boss was after.

Having said that, I did my job as well as any could have done, hit the deadlines, did the corrections that were asked for and was generally nice to all involved. Then I get a call from the editor askin' me if I wanted to do a monthly book immediately, which due to the stress and hassle of my situation, I declined stating I needed a month or two off. Turns out it was the **Stormwatch** gig I was being considered for, but they couldn't wait as pages needed filling. Then I hear from Robbie that he got the regular **Authority** gig and that I hadn't. Now I dunno if this was down to me refusing the **Stormwatch** gig or if it was down to them not digging my stuff. Anyway, it seems that WildStorm moved on and by the time I was ready to draw again they were already out of sight. Sad, for me at least, but them's the breaks. It woulda been nice to try another style on **The Authority**. I don't think my first attempt worked in the way it shoulda done, but hey, spilt milk and all that. My opinion on the current art team is confidential of course."

Simon Fraser added, "From my limited experience of working for Uncle Sam, this seems to be the way it goes. You get offered some godawful fill-in story or an ongoing book that is already late and if you don't bite they never call you again. That has happened to me

continued on next page...

Networks

Comics news and gossip on the Internet

Compiled by Chris Rice and his team of Netmites

Net sightings

Who Pays the Tip?

EVERY year at the San Diego ComicCon, the Comicbook Legal Defence Fund holds an auction, selling off original artwork and the like, to benefit this very worthy cause.

This year three comic-book legends, Will Eisner, Frank Miller and Neil Gaiman offered the chance to have dinner with them on the eve of the Con. Starting at $99, there were three places each for Eisner and Miller, and four with Gaiman.

The three places with Eisner, whose ***Contract With God*** *graphic novel was honoured by this year's convention, went for a respectable $150 each, with one buyer buying two places. Miller's three went for a little more, between $220 and $300.*

Neil Gaiman, however, and probably not very suprisingly, went for a lot more. There was much more bidding on this, and the cheapest place went for $400. The next two increased on that at $450 and $500 apiece. It was the last one that caused a little fuss. The final place at this meal in downtown San Diego went for a staggering $1819 dollars, which isn't a bad return on an evening of Gaiman's time.

Networks *is rather enamoured of this idea, as it seems like an easy way to raise a fairly decent amount of money. How much would people pay for an evening with J Scott Campbell or Brian Michael Bendis? Hell, why not rent out the entire roster of one of the larger conventions? It is for charity after all.*

Doran, Doran

JULY is never an easy month for Networks. *With most of the industry preparing for San Diego, very little seems to happen online, meaning* Networks *has to go to extra lengths to bring you interesting stories, spending weeks on end exploring the most obscure creator's weblogs, hunting down the interesting anecdotes and news. Only to have our Rich, over on* Comic Book Resources, *find the mother-lode on Colleen Doran's message board.*

The talented writer/artist of her own ***A Distant Soil****, and artist on Warren Ellis's* ***Orbiter*** *graphic novel has been a comics veteran for almost 20 years, and has dealt with being a female creator*

Above: Colleen Doran at an Oscar party for *Lord Of The Rings: The Two Towers.*

when there weren't a lot of them around. The message board is fantastic as Colleen is on there a lot and she's quite happy to talk about anything. A current thread about keeping fit ended up becoming a guide to self-publishing graphic novels, for example.

The following bit appeared in a thread about women in the industry and concerns her encounters with a very famous artist whom she refers to as 'The Painter':

There is one popular male pro, known for his painting skills, that convinced himself I was after him with gusto. Frankly, I didn't like him as a person one bit. I thought he was arrogant and rude. But everyone kept telling me what a great guy he was, so I thought I must have misjudged him and I gave him another chance. After all, everyone else liked him – didn't they? I chatted with him at shows, we exchanged phone numbers and called each other a few times over some months. He seemed mellow.

At one point, when I was doing a lot of weight lifting, I recommended a protein drink system and bought him some, at his request, and mailed it to him so he could try it. He was trying to get in shape and lose weight and this stuff really works for me. I never even got a thank you note, but then, I sometimes let my mail pile up, so I figured he was just busy.

At the next show, we hung out, but things were kind of strained. Then, after the show, a couple of people came to me and said that The Painter was telling them I was crazy about him and throwing myself at him. I was completely shocked. I had been bending over backwards trying NOT to dislike him. And he had somehow convinced himself I was out for action. I finally just blew and told everyone that I was right in my assessment of him in the first place: he was an arrogant, egotistical boob and the only reason anyone hung out with him was because he was so talented.

Did any of these people actually like this guy? Folks kind of hemmed and hawed and talked about money he gave to charity. He gave money to poor children. Doesn't that make him a nice guy? Hell, no.

When this same guy had found out that my own family was once poor and homeless, he called us "White trash southern hicks" while at a dinner for professional guests of a convention in England. I am not exaggerating. Right there in front of everybody! I was appalled. This comment, from one of the most narrow-minded and poorly educated people I have ever met! My father, the white trash hick who

was once a homeless man, has a Master's Degree, for God's sake! I tell you, The Painter was such an anti-Southern bigot that he actually kept newspaper clippings of natural disasters that had occurred in the South on his refrigerator. A series of tornadoes that had ripped through Texas was evidence to this creep that God hated Southerners. I am not kidding. He was pathological! And this ass thought I was hot for his bald pate. I don't think so. Maybe on **Earth X**...

Obviously Networks *couldn't possibly confirm the identity of the gentleman in question, but would thoroughly recommend looking at the message board at* ***www.adistantsoil.com*** *for many more interesting anecdotes, as well as news about her and Keith Giffen's upcoming* **Zodiac** *series.*

More Millar

THE EVER-present Mark Millar has announced four new series that he'll be writing, all from different publishers, but linked – in an extremely canny move – by his website, ***Millar World.com*** *(currently undergoing a major revamp).*

The first title, ***Wanted****, will be released through Dark Horse. Art chores are being handled by JG Jones, and it's being described as* "**Watchmen** for Supervillains". And, *apparently, Eminem has expressed an interest in being involved in a movie version.*

Dark Horse is also getting ***Chosen****, which appears to be a sort of updating of Millar's* ***Saviour****. Peter Gross will illustrate this three issue mini-series about a small-town American 12-year old boy who discovers he's the son of God.* It's *Stand By Me* meets the *Book of Revelations* as a kid finds out he's the real deal and has a terrifying destiny ahead of him. This is *Harry Potter* for fundamentalist Christians.

Creator's choice, Avatar Press is getting four issues of ***The Unfunnies****, which Millar describes as:* The most uncompromising thing I've ever written and I'm immensely proud of it... Imagine *Magnolia* or *Happiness* drawn in the style of *Scooby Doo* and using a combination of *Looney Tunes* art with real world photographs designed by animator Anthony Williams.

Finally, Image Central will be releasing four stand alone one-shots. The artist for the first book, ***RUN!****, is the brilliant Ashley Wood and the title ships in December. The other three issues will be illustrated by John Cassaday, Frank Quitely and* "a fourth superstar artist who can't be named at the moment because he's still under contract elsewhere".

Millar has said that these titles are all ideas he wanted to get out of the way before he makes a large commitment to Marvel around the end of the year, but no news yet on exactly what that will be. *See News Page 5 for further details on the other titles.*

Chris Bunting's COMICS WEBWORLD

AP COMICS www.apcomics.com
AP, not to be confused with Antarctic Press, was launched in the UK in 2002 and aims to find new talent. With **Monster Club** under way it already promises two new series, **Darkham Vale** and **Assassin School**. For more info or simply to order the comics or buy some original art head here. **7**

BOB LAYTON OFFICIAL WEBSITE
www.boblayton.com
Layton co-created **X-Factor** and The Huntress, but he is still best remembered for his work on **Iron Man**. The art gallery, which gives fans the opportunity to buy – not just to view – is the highlight, but that's not surprising considering the rest is out of date. Even more surprising is the lack of references (not even a link) to Future Comics. Needs a tune-up. **5**

INTERNET MOVIE DATABASE *www.imdb.com*
Can't remember who played The Shoveller in *Mystery Men* or want to know who was the negative cutter on *Spider-Man?* Then this is the site for you. Not only does it comprehensively catalogue and profile every existing comic-based movie, it also features those yet to be made, such as *Ghost Rider* and *Spider-Man II*. Don't let the "movie" title fool you either: it gives equal attention to cartoons *(Spawn* to *Iron Man)* and live-action TV shows *(Wonder Woman* to *The Incredible Hulk)*. Useful options of looking up specific people, with trivia info and merchandise links, make the **Internet Movie Database** nothing short of a tremendous undertaking. **9**

KUBERT'S WORLD *www.kubertsworld.com*
Joe Kubert is one of comics' living legends and has drawn the likes of **Batman**, **X-Men**, **The Punisher** and **Tarzan**. Here he'll impart his wisdom to you, albeit at a price, via his correspondence courses which teach everything from superheroes to horror drawing. There's also details of his renowned Joe Kubert School of Cartoon and Graphic Art. This site is commercially orientated, but in that sense it does serve its purpose. **7**

LAMBIEK COMICLOPEDIA *www.lambiek.net/artists/index.htm*
I've reviewed it before but I'm doing so again as I realised just how useful the Comiclopedia is when I came to build my own website and required reference material. With a staggering 3,800 plus biographies on published comic artists, ranging from Erik Larsen and Robert Crumb to Dave Sim and Neal Adams, and with over 10,000 artwork samples, this is truly excellent for reference or just general interest. Highly recommended. **8**

PULSE *www.comicon.com/pulse*
An easy-to-navigate news site, with some top interviews, exclusive previews and useful links. While it's doubtful whether news sites such as this could ever truly replace the likes of hard-copies such as **Comics International** and **Wizard** – both in terms of content and physical readability – this is still the place to come for all the latest comic intelligence. **7**

Rich Johnston's LYING IN THE GUTTER

continued from previous page...

twice now. I'm not too bothered as I had other, better options available. Also my style is apparently 'Too French' now, so that's me screwed for US work for a while then. I had Robbie venting his frustration about his **Authority** artist, as far as I can see he's just lazy and changes panels because he can't be bothered drawing what's asked for. This is not a good way to endear yourself to the writer I find."

What's 22k Between Friends?

So just what is the difference between the much lauded Marvel Knights creator contracts that are being done away with and the new slimline Epic contracts that are now all the rage? Well, the first has a budget per issue of over $30,000. The latter? $8,000. No wonder that share price went up so much.

A Distant Board – Doran Part II

I wish to apologise to you all for failing in my duty. It has been pointed out to me that Colleen Doran's own website is itself a goldmine of gossip and innuendo. This thread alone has enough gossip and scandal to keep this column going for months.

"When I was 16, I remember being told by Bob Layton that, though I had talent, I just was never going to make it as a comicbook artist. He said, 'You don't have the guts'. And then he got kind of nasty and I just stood there and took it. Then he said, 'See? If you had what it takes, you would argue with me.' Then I said, 'Well, I'm not going to argue with you because I did ask for your advice and it would be rude of me to argue with you about it,' and then he just looked kind of odd."

"I once had a very powerful editor flatly tell me that if I would go on dates with him and hang on his arm, he would introduce me to powerful and famous people and make me famous too. When I refused I got blacklisted at that publisher for two solid years. No lie. If you go looking at the publication dates of certain companies and wonder why there is a big blank in my production for a certain imprint, wonder no longer. And this guy was about forty years older than me. I was about 19! In order to make his point more forcefully, this pig actually body slammed me in the company limo and left bruises all over my thighs and arms before I got away."

"There was one small press company that was run by a guy who used to request that women who worked the publishing booth at shows wear spike heels, miniskirts and fishnet stockings! I am not kidding! Secretaries, artists, writers, didn't matter. If any woman creator with the company wanted to get into the show and be at the booth, she had to tart it up."

Time to delve...

A Herald for Moore

"The basic thing to remember," growls Alan Moore "is that, eventually, I am always right... I don't do smiles. If I'm not actually glaring, that's pretty good."

"The film [*The League of Extraordinary Gentlemen*] has got nothing to do with my work, it has a coincidental title to a book I've done and they've given me a huge wedge of money. No problem with that... What can you do with Dorian Gray, other than say 'Oh, hello Dorian, you're looking good'?" he scoffs. "He's just somebody that's got Botox a century before everyone else. That's about as much use as he is."

"I sit here in Northampton and the entire world passes me by and that's how I like it... Plus, I've a certain kind of anonymity here. People treat me the way I was treated before I became famous – with complete contempt."

"My vacuum cleaner broke about 10 years ago, and I haven't got round to replacing it yet."

More Moore musings at the Sunday Herald interview: **http://sundayherald.com/35014**.

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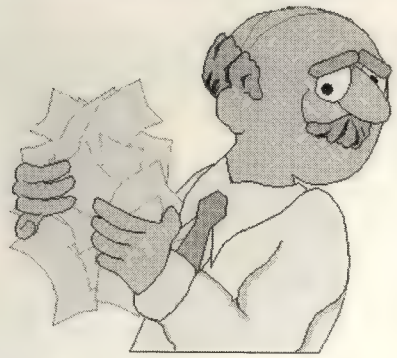

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Reviews

Because few retailers allow titles to be read before purchase, ***Comics International****'s comprehensive reviews section enables comics readers to keep abreast of the wide range of titles currently being published and draw readers' attention to comics they might otherwise ignore. Naturally, this section is of even greater benefit to readers who rely solely on mail order, as they can only judge the quality of a title after purchase.*

Review codes: *Individual titles are judged against all similar comics past and present on a* ***1*** *to* ***10*** *basis, while a comparison is made against previous issues of the same title, ranging from <---> to <+++>. Hence, a quality comic may score an 8 against all others, but have slid from a previous issue's 9, denoted by <->. No change is marked <=>. We do not compare* ***Bone*** *with* ***X-Men****, but review each within their genre.*

Review panel: *Marco Antony (MA), Chris D. Bowen (CDB), Chris E. Bunting (CEB), Jon Edwards (JE), Kelvin Green (KG), Stephen Hall (SH), David Knight (DK), Tom McSween (TM), James Mitra (JM), Scott Montgomery (SM), Lee Nelson (LN), Rob Nott (RN), Leonie O'Moore (LO), Andy Smith (AS), Terence Stewart (TS), Mat Thomas (MT) and Alex Thompson (MAT)*

CrossGen

Meridian 37

by Kesel & Ross + Hodgkins

<=> Sephie plays at politics while her crew enjoys well-earned shore leave. Cleverly contrasting the ennui of a utopian society with the playfulness of the crew's capers, Karl Kesel weaves a refreshingly simple and effective tale, with the odd subplot or two thrown in for good measure. Ross's clean art is enhanced by CrossGen's quality colour reproduction. (LN) 7

The Path 14

by Marz & Smith + Pennington

<=> With the evil demon Yukio having brought Todosi back to life and placing him under her control, writer Ron Marz grants this knowledge to the reader but not to Todosi's brother, Obo-San. This leads to a suspenseful tale in which Obo-San returns home and recounts his time with his brother – while we readers jump at every shadow. With Matthew Smith's expressive art, this is a sublime and refined fiction. (CEB) 7

Route 666 #11

by Bedard & Moline + Geraci

<=> Cassie joins the monster-fighting circus but when Madame Galina's role within it is threatened as a result, Cassie returns to her true home-sweet-home. With lots of foreboding ambience and whimsical characters thanks to Tony Bedard's sharp writing and Karl Moline's creepy pencils, this comic is spine-chillingly spooky. (CEB) 7

Sigil 37

by Dixon & Eaglesham + Hennessy

<-> Standard space opera is the order of the day here as the inhabitants of the good ship Bitterluck escape the nasty Negation in the nick of time. Sam's encounter with a Law-bringer is initially lifted by above average art but dragged back down again by an all-too convenient plot contrivance. (LN) 5

Dark Horse

Ghost in the Shell 2: Man-Machine Interface 4

by Shirow

<=> Old-skool Shirow fans may be glad to hear the dropping of the CGI art for the latest issues of the title, as he returns to his classic black and white pencilled pages. The layers of reality are further confused as one of Motoko's cyber-bodies finds that security surrounding the President is surprisingly lax as another e-brain hacker makes an assassination attempt. Once more Shirow crams in action-packed sequences, fully designed robots, asides regarding his worries about data integrity, and self-adjusting mini-skirts. (MAT) 8

Hellboy: Weird Tales 3

by various

<=> Daredevil artist Alex Maleev's scratchy lines and dark aesthetic are used to full effect as he works with skilled colourist Matt Hollingsworth for an all-too brief tale of departing souls. Bob Fingerman brings a much more light-hearted sensibility to his strip about office gremlins, which seriously jars even in the slimmer six-page strip. Meanwhile, Sara Ryan and Steve Lieber show you can't trust children with toys and access to voodoo magic. John Cassaday's pastiche Lobster Johnson strip continues to amuse, although I'm sure The Phantom never allowed his sidekicks to get into such compromising situations! (MAT) 7

Star Wars Tales 16

by various

<=> Another mixed offering. The strangest story here is a bizarre, fumetti-style photo strip by Gilbert Austin featuring Han and Chewie making the fabled Kessel Run and smuggling birds! You have to wonder how a lot of this stuff gets approved by Lucasfilm. The highlight is a tale by Paul Lee and Brian Horton set 700 years prior to the movies in which Yoda visits Dagobah for the first time. Interestingly, Yoda is referred to as "Minch" throughout the story. The character's full name was Minch Yoda in an early draft of *The Empire Strikes Back* screenplay. (SH) 6

DC Comics

American Century 25

by Chaykin + Tischman & Medina + Stokes; Vertigo

<=> The ever-wandering hero Harry Kraft finds himself in the Big Apple during the height of the '50s comics scene just as senatorial outrage would give it a rude awakening. This allows Howard Chaykin and David Tischman to comment on the more salacious and kitsch aspects of their chosen profession, although Harry's line of work doesn't halt his womanising. Lan Medina – while hampered by some oddly drawn midget wrestlers – keeps within the title's more representational style, assisted by John Stokes's consistently fine inking. (MAT) 7

Astro City: Local Heroes 3

by Busiek & Anderson + Ross; WildStorm

<-> In this interlude, Astro City girl Cammie visits her country cousins in a laboured, familiar, but still charming story of a remote community keeping its secrets – in this case, the identity of its superpowered protector. Slow, long-winded, predictable and dated, this presents a romanticised view of rural farming folk that is hard to swallow and quainter than Ma and Pa Kent. (DK) 5

Batman: Gotham Knights 42

by Beatty & Robinson + Floyd

<+> The cause of Alfred's illness is revealed to be bat droppings infected by the plague that hit Gotham a few years ago. In a subplot, social services call on Bruce Wayne to investigate the treatment of his various wards over the years, particularly Jason Todd (the second Robin) who died while in Wayne's care. A strong character-based issue with writer Scott Beatty neatly reintroducing strands from Bat history to create some interesting new storylines. (SH) 7

<+> Alfred's mystery illness is revealed to be no less than the Clench, returned to Gotham by a plot device that is both cunning and logical. The 20 days of Alfred's antibiotics course flit by in a series of single-page interludes featuring wryly humorous, touching and anguished moments in the lives of Batman's extended family, as they await news of the faithful retainer's recovery. (DK) 6

<-> Having built up to Alfred's illness for a while, you'd think DC would make more of this opportunity to review his importance to each member of the current Bat family; instead writer Beatty condenses the entire Contagion storyline into one issue and leaves little room for character study or emotion. The art by David Ross and John Floyd appears rushed and scrappy. The normally reliable black and white back up also falls a little short this month, let down by some oddly murky art. (JM) 3

Beware The Creeper 3

by Hall & Chiang; Vertigo

<=> Two strong females – an upper-class matriarch and an unsettled iconoclast – battle for power in '20s Paris. Cliff Hall effectively taps into this period of artistic revolution and changing sexual relations for this ever-so smart reinterpretation of mainstream DC's gaudy anti-hero. Cliff Chiang's simple yet evocative brush lines continue to impress, as do Dave Stewart's suggestive blocks of colour. But don't think this is a po-faced Vertigo title, as Hall allows plenty of room for comedy, albeit of the surrealist variety. (MAT) 7

Birds of Prey 56

by Simone & Benes

<+> New writer, new art team and a fresh approach. Hallelujah! This series was tired and listless for the longest time, But Gail Simone has rejuvenated the usual gimmicks with some smart dialogue and a fresh view, while Ed Benes gives the book a dose of pleasantly drawn cheesecake. Nothing extraordinary here, but if you're looking for an oestrogen driven action injection, you could do worse. (TS) 7

Blood and Water 4

by Winick & Coker; Vertigo

<=> The vampire genre has been over exploited in the last 10 years, so much of the bite is taken out of yet another take on the legacy of Anne Rice. I didn't expect to like this miniseries, but strong characterisation, excellent art and a downplaying of the Rice doom and gothic gloom has exceeded my expectations. It's actually a good read and worth sampling if, like me, you overlooked it due to its overly familiar subject matter. (RN) 7

Doom Patrol 22

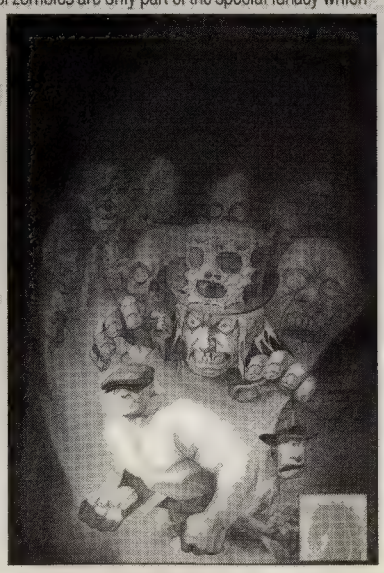
by Arcudi & Huat

<+> There aren't many comics as quirky and

The Goon 1

by Powell

Tommy-gun toting gangsters, hideously deformed bodysnatchers, spontaneously combusting orangutans and an army of zombies are only part of the special lunacy which Eric Powell brings to the small page. The art throughout is superb, in a detailed yet clean cartoon style, with a lavishly rendered origin story. Crazy, funny, pretty stuff. With tommy guns! (MT) 8



Eric Powell brings his irreverent humour to DH's horror line and gets extra publicity and colour printing in return! His style of cartoony art – the bastard-child of a Mike Mignola and Frank Miller pairing – plus knowing scripts are obviously a lot more comical than bed-wettingly scary. Powell plays around with the conventions of horror – with comical grave-diggers, inept magicians and cannibalistic hoboes – while his witty jibes against certain comics personalities and his own distraught ex-publisher add to the sense of impudence. (MAT) 8

inventive as John Arcudi and Tan Eng Huat's take on the Doom Patrol, and sadly there's now one fewer. Before delivering an ending that is mostly doom and gloom, this issue pauses to reflect on a scenario that places Robotman in a world where robot bodies are catching on in a big way. (DK) 7

<=> All good things come to an end. Fortunately DC's financial backing has allowed the artistic development of one of its more interesting talents on this fourth string title. Although Tan Eng Haut's career is pretty much assured, John Arcudi's similarly eccentric plots have suffered from the abrupt curtailing of the title. Thankfully he manages to wrap up the volume with Robotman coming to some resolution regarding his role in (the after-)life. Perhaps the team was Doomed to begin with, but you can bet I'll be Patrolling the shelves for these guys in the future (sorry, couldn't avoid that one.). (MAT) 7

Fallen Angel 1

by David + Lopez

<+> An intriguing premise with a few nice hooks. Peter David invites us onto the streets of Bette Noire, a city without scruples, and a heroine equally suspect. David still has a light touch to his scripts, but here tempers it with a darker vein. The art by newcomer David Lopez is fine, but with some small room for improvement. A good start. (TS) 7

The Flash 199

by Johns & Kolins + Hazlewood

<+> Wally suffers a double blow at the hands of Zoom. Ass-lick alert! Probably the most consistently entertaining DC comic of the last 10 years, thanks to Mark Waid/Mike Weiringo and now Geoff Johns/Scott Kolins. Kolins' swansong looks set to catapult the Flash into the major leagues where he belongs, and Johns will thankfully continue to carry the banner beyond #200. (CDB) 8

<+> Another quality issue sees Wally helpless to protect his family from his new foe's deadly assault. By a twisted logic, Zoom believes that greater personal tragedy will make the Flash a better, more compassionate hero. A brilliant, awful, quite horrible read! I don't remember a comic that made me feel this bad inside since Animal Man #22, the time travel issue. (DK) 8

Formerly Known as the Justice League 1

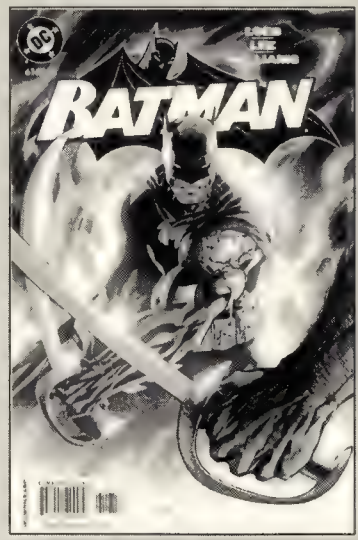
by Giffen & DeMatteis + Maguire

<+> Like the '80s never ended, Giffen, DeMatteis and Maguire return to one of the highlights in mainstream comics of that over-hyped decade. Although this motley collection of B and C grade characters wore out their welcome long before their first five years were up, the original spark is thankfully back. Giffen's irreverent take on the absurdities inherent in the super-hero medium still raises a smile and the occasional titter (I've never been one for BWA HA HA's), and Maguire's flair for capturing facial expressions hasn't diminished. Pity then, that the colours are muddy and dull when they should shine and sparkle. (TS) 7

Hellblazer 185

by Carey & Frusin; Vertigo

<=> John's road trip takes him deep into Middle Eastern territory in search of the original garden of Eden, guarded by an Angel with a flaming sword. But here, like everywhere else, his past hides enemies and unfinished business. Mike Carey's Constantine is shrewd, manipulative and



Batman 616

by Loeb & Lee + Williams

<=> Batman hatches a hare-brained scheme to get the attention of Ra's al Ghul, while Harvey Dent bursts in on Jim Gordon in the middle of the night. For the status quo, Harvey's bound to end up horribly scarred all over again. Now with swordplay, Jeph Loeb's Batman is prepared to use an ever-increasing level of violence to achieve his ends; which is understandable after all he's been through. (DK) 6

<+> A welcome increase in pace after a couple of fairly languid issues, opening with a mid-air kidnapping and building up to a swordfight with Ra's al Ghul and a kung-fu between Catwoman and Lady Shiva. The art team put in another slick performance, Jim Lee obviously enjoying his freedom with the Bat gadgetry. Jeph Loeb's extensive knowledge and effective use of the Batman supporting cast is never in doubt, but there is a danger that the throwaway appearances of so many villains during this story arc will cheapen their casting in future. (JM) 8

<+> The Rogues Gallery continues apace with the return of my favourite Bat villain – Ra's Al Ghul – and the lovely Talia. The story arc continues to grow in depth and quality each issue, and Loeb's handling of all the main Bat characters has been spot on. Combined with Jim Lee's high-definition art this results in a quality package, worthy of a flagship title. My only criticism – Ra's and Talia are simply too good to merely warrant a sideline to the main plot. It's about time we had another major Ra's storyline. (RN) 8

logical in the way he overcomes problems. Gone is the superman of Ellis's run and the unrecognisable persona of Azarrello's stint. Instead we're treated to strong characterisation and realistic conflict. (RN) 8

JLA 82

by Kelly & Rouleau + Sowd

<=> The conclusion of The White Rage, another baffling storyline. This book really needs to be more accessible considering it features all of DC's most famous characters. Marvel's Avengers and Ultimates are currently much more entertaining. (SH) 5

<-> An anticlimactic and disappointing resolution to an initially well-constructed and gripping three-part scenario. After a perfunctory battle between the JLA and the sorely underused and thinly characterised villains, this all ends abruptly and too easily. The real action is with Martian Manhunter's exploits on his sabbatical from the team. (DK) 6

<-> The White Rage #80-82: What started out as a mildly diverting comic book WACO analogy, finally descended into a miasma of incomprehensibility. Kelly loses the plot, amidst a welter of unexplained and not terribly interesting antagonists, then over eggs the pudding by tying in Faith's murky past. Thankfully the arc wasn't needlessly drawn out, and the pace was reasonably brisk. Rouleau's pencils are a little on the cartoony side, without the quirky but solid stylings of Mahnke, and lack clarity where some would be appreciated. (TS) 5

JSA #46-50

by Goyer & Johns + Kirk

<-> The *Princes of Darkness* story arc: Remember when Anniversary issues told self contained stories, or tied up a long running plot? Goyer and Johns don't. Like a summer blockbuster, full of sound and fury, short on plot and substance, but a few "kewl" moments thrown in along the way, so has been *Princes of Darkness;* and it's not over yet. The writers may think there was too much story to tell in five issues, but if they'd cut out all the redundant panels of the walk-on extras fighting ("Oh look, there's Iron Munro, and there's Uncle Sam" Who cares?), improved the pacing and refined the focus, this might have made a reasonably exciting three issues; but then it might not have been a natural fit for the obvious trade paperback collection. Goyer and Johns have descended into laziness, too enamoured of their "kewl" factor to concentrate on turning out a well constructed, well plotted story. Leonard Kirk, on the other hand, has been doing some of the best work of his career, and developed a real flair for interesting visuals (Power Girl's ample assets aside). (TS) 6

Batman/Superman/ Wonder Woman: Trinity 1

by Wagner

Matt Wagner has produced a stunning tale of DC's three icons set in the early days of their careers. His characterisation of Clark Kent is happily reminiscent of Christopher Reeve, and Metropolis truly shines. Gorgeous artwork and a strong storyline make this an absolutely essential read. (SH) 9

DC continues to trade heavily on its household names, here presenting the "previously untold" story of the first meeting of its big three. Matt Wagner's script is nicely paced and structured, and the meetings between the heroes do not come over as rushed or contrived; although the threat that unites them won't win any awards for originality and the comparisons between Ra's al Ghul and real-world fundamentalist terrorists are unnecessary and tasteless. Wagner's art is as appealing as ever, if a little sketchy in places. On the whole a good buy. (JM) 8

Nightwing 82

by Grayson & Lilly + Delperdang

<-> Regular penciller Leonardi takes a break just when he's most needed – a slap down fight between Nightwing and Deathstroke. For the Nightwing character to work, he needs to be imbued with a kind of acrobatic fluidity that guest penciller Lilly doesn't quite achieve. That said, it's a perfectly serviceable effort, and the Deathstroke story arc is brought to a competent if not entirely satisfying conclusion. (JM) 6

100 Bullets 45

by Azzarello & Risso; Vertigo

<=> Slang-king Brian Azzarello has found the perfect rhythm for this rock-hard gothic prison drama. His tough yard lingo is totally convincing (guy's probably never even had a parking ticket), even when his little punning phrases and stretched allusions become slightly contrived. As for Eduardo Risso – with his exquisite line and mighty slabs of ink, he ranks up there somewhere between Mignola and Toth. (MA) 8

Outsiders 1

by Winick & Raney + Hanna

Born from the unpopular and poorly executed Graduation Day revamp of DC's youthful superteams, this title's horoscope was not altogether favourable. Credit to Judd Winick therefore for turning in a solid script that deals well with the difficult first issue problem of balancing character introduction with the requisite action scenes. Penciller Tom Raney's attempts to render different ethnic characteristics realistically is also worthy of note. This book definitely has potential. (JM) 7

Terra Obscura 1

by Moore + Hogan & Paquette + Story; America's Best Comics

A group of Golden Age heroes adjust to modern life after being revived from suspended animation. Peter Hogan avoids any similarities to Captain America's outlook by creating a zero tolerance citystate for the crimefighters to inhabit. Karl Story gives Paquette's pencils added depth and lends a slightly sinister air to proceedings. (LN) 7

Thundercats: Dogs of War 1

by Layman & Booth + Vey; WildStorm

Brett Booth was quite possibly born to draw

Thundercats; his dynamic lines, lithe characters and skill at drawing anthropomorphic felines have been shouting out for the chance to illustrate their recent nostalgia-driven re-emergence. Although John Layman's by-the-books 'cats vs dogs in alternate future' will hardly set many 20-somethings' imaginations on fire, this matters little for what is seen as a fun kid's book. Snarf detractors will be glad to know the annoying fuzzy one is now grey, bespectacled and only afforded four pages. (MAT) 6

Wildcats Version 3 #11

by Casey & Nguyen + Friend; WildStorm

<=> Another day in the office for frustrated accounts manager Sam Garfield. However when your boss is an alien robot set on corporate domination and your workers are secretly CIA field agents, things are unlikely to be quite so straightforward. Joe Casey may not have managed to carry quite so many raving fans for his latest volume of Jim Lee's breakaway title, but this remains an innovative 'hero' book for WildStorm. Perhaps this apathy is related to Dustin Nguyen: although solidly producing art for the title since its inception, his cartoony design is not really evoking the required atmosphere for a corporate-espionage title. (MAT) 7

Image

Rex Mundi 4

by Nelson & Johnson

<=> Eric Johnson and Arvid Nelson's inquisitive protagonist Julien carries on the hunt to find the reason for Father Marin's murder, leading him deeper into the underground of this evocative alternate Paris of the 1930s. Although not always as naturalistic as might be wished for, Johnson's art continues to improve. It's helped by Jeromy Cox's colouring, which makes up for some of Johnson's less-detailed pages, creating an illusion of reality. Unfortunately the same CGI-ed colouring and the book's glossy paper make this 'reality' seem more like an impressive computer game intro than a comicbook story. (MAT) 8

Savage Dragon 108

by Larsen + Kuhn & Larsen

<=> The God World 'weapons of mass destruction' debacle continues, with diplomatic relations worsened by Thor expediting the return of his demigod son via the callous murder of the child's mother. A Spider-Man homage is thrown in, with web-shooters, and a chimney stack as a visual reference to the death of Captain Stacey. Andy Kuhn's hilarious Mexican Wrestler Funnies back-up features some truly weird and vicious taunting. (DK) 7

Marvel

Alias 24

by Bendis & Gaydos; MAX Comics

<=> After an opening scene played purely for laughs with a punch-line MAX was designed for, Brian Michael Bendis plunges straight back into ex-superhero turned PI Jessica Jones's messy life story as she's called on to investigate the deaths caused by the psychopathic Purple Man. This issue illustrates perfectly how deftly Bendis is able to turn from light-hearted mockery of Marvel's conventions to gut-wrenchingly emotional moments with apparent ease; but also the skill with which Michael Gaydos manages to translate the script into believable scenes. But Purple Man? Pur-leaze! (MAT) 8

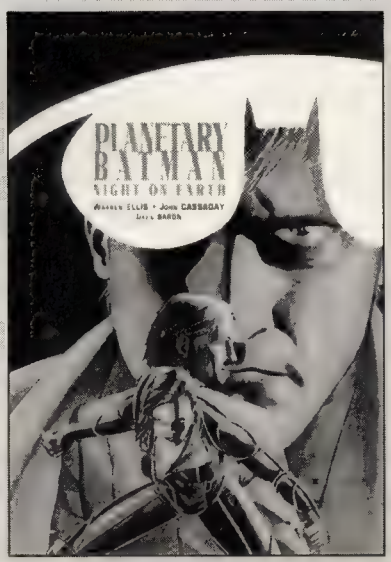
Batman/Planetary: Night on Earth

by Ellis & Cassaday + Baron; WildStorm

When a fugitive displays reality warping abilities cleverly tied to the Infinite Earths Crisis, Planetary winds up on a collision course with various Batman incarnations. Warren Ellis's tight script showcases John Cassaday's incredible talents, as we get to see the many versions of Batman, from Frank Miller's bulked-up veteran to the Neal Adams pre-grim 'n' gritty classic. A collector's piece for anyone who appreciates genuine artistic talent. (CDB) 9

A good opportunity to cast a fresh look at the Bat-mythos through the unorthodox eyes of the Planetary is wasted on another routine punch-up. Warren Ellis hits a gimmick that DC used during its Zero Hour crossover of a few years back: the Planetary agents are bounced from universe to universe, each time experiencing a different version of the Batrnan, giving John Cassaday a chance to ape the styles of well-known artists from Batman's past including Bob Kane and Frank Miller. The art is indeed lovely, but tied to a lazy and pointless script. (JM) 3

Ellis redeems himself for recent sloppy writing with this excellent one-off special. Using the maguffin of a character with temporal shifting powers, Ellis sets Planetary up against a multitude of alternative versions of Batman, ranging from the conventional, to the Adam West TV version and the Frank Miller hulking psychopath. Genuinely entertaining and a prime example of what one-off crossovers should achieve. (RN) 8



Ellis pulls his finger out and John Cassaday finds room in his demanding schedule to put together the encounter between the 'archaeologists of the unknown' (well, more standard sci-fi tropes, but I'm not picky) and the caped crusader as they hunt an escaped dimension-jumping mutant. Ellis (behind gritted teeth) plays around with the many incarnations of the batty man, allowing Cassaday to homage some artistic greats, but unfortunately there is little of consequence here to add to either series, aside from Ellis's dislike of the trappings of the superhero genre. (MAT) 6

Amazing Spider-Man 54

by Straczynski & Romita Jr + Hanna

<=> Spidey sees off his latest hokey villain in a violent battle to the finish, working with the police to take down the corrupt mobster. J. Michael Straczynski does a great job harking back to the tone of yesteryear's Spidey stories with his classic mix of witty dialogue and prevailing justice – even the introduction of sympathetic Detective Lamont harkens back to the simpler times – yet he also moves things on with the more mature and blissfully happy Peter behind the mask. I eagerly anticipate his dealing with the classic villain gallery, if only to see them illustrated in John Romita Jr.'s wiry style. (MAT) 7

The Avengers 68

by Johns & Coipel + Lanning

<+> She-Hulk reacts uncontrollably to the Red Mist with disastrous results for the Avengers. Back door tactics elevate the Red Skull to worldwide threat status as Geoff Johns plays the covert government card. Olivier Coipel's art improves with each issue, giving the classic title a boost against its hipper Ultimate offspring. (CDB) 7

<=> She Hulk goes Savage, and Dell Rusk's identity is exposed. This tale is not without its problems, but it is Geoff Johns' best Avengers storyline to date. The art is absolutely lovely, and goes a long way to covering up what faults there are in the writing. (KG) 7

<=> The bloodshed escalates as the poisonous cloud moves through the Custer State Park, a brutal side of She-Hulk cuts loose and the conspiratorial leader is violently uncovered. Let's just hope Johns doesn't take the realistic side of his revitalising of the book too far, and actually has plans for our heroes fighting back against these relentless knockbacks! Regrettably the blows continue for the comic itself, as Olivier Coipel and Andy Lanning's work is once again mired by the dreadful digitisation of their fine-lined art. This book really should be accorded higher production values! (MAT) 7

The Eternal 2

by Austen & Walker + Coleby; MAX Comics

<=> The laws of the prehistoric terraformists are pushed to breaking point by their desires, forcing them to defy their masters, the god-like Celestials. Although he is dealing with some graphic violence and comparatively explicit depictions of sex, Chuck Austen detractors may be surprised to find that he manages to keep things tasteful and tackles serious ideas through this sci-fi tale; besides asking how far one is willing to go for love, Austen makes allusions to Biblical origin stories. (MAT) 7

Fantastic Four 70

by Waid & Wieringo + Stucker

<=> Writer Mark Waid makes some of the most innovative ideas ever to grace these pages look remarkably obvious: Doom turning his back on technology in favour of magic, and Reed's vanity being an undeniable weakness for the group as well as his having to face up to non-scientific disciplines. It's all wrapped in a tense shell of increasing suspense – and with next issue's full number being #500, it's going to be a guaranteed clobberin' time! (CEB) 8

Fantastic Four 71

by Waid + Weiringo

<=> *Unthinkable* #68-71: Eek! What the bloody hell is that abomination of a cover doing on the Anniversary issue (the forget-the-volumes #500)? Surely the budget would have stretched to someone with a talent for paint? *Unthinkable* has been an enjoyable ride, with some nice character observations of Reed Richards and Dr Doom along the way; but Waid fumbles by providing Reed with an Ultimate Nullifier in the final stretch, and blows it in the finale. Doom falls foul of his ego (again), while Mr Fantastic (hello?) is left looking like a before advertisement for Botox injections. (TS) 7

The Incredible Hulk 56

by Jones & Fernandez

<=> The Absorbing Man continues to manipulate people outside his cell as he sits within the confines of his plasma shield. It's perhaps difficult to believe that Crusher Creel could be quite so subtle in his planning, but that aside, the story is gripping and a welcome break from the usual double and triple crosses that this book has been running with. A jolt of adrenaline in the writing department just in time for the movie's release. (RN) 7

Incredible Hulk 57

by Jones & Fernandez

<-> The gurning Crusher Creel possesses the Hulk's body leading to an expected explosion of violence and glowing eyes. The creators may think they are probing the psychology behind Banner's dual persona with this odd character tie-in with the film, but the mental representations and floating genie portrayal of Absorbing Man is merely kitsch. Leandro Fernandez seems capable of drawing an eye-catching Hulk, but his exaggerated style doesn't quite gel with the title's tone. And don't even get me started on his chubby-faced kids. (MAT) 5

Namor 3

by Jemas + Watson & Larroca + Miki

<=> More teen romance in the form of a superhero comic, as half-caste Atlantean prince Namor has fun at the ball, but still feels an outcast amongst the air-breathers. Andi Watson is proving his skill by mixing in the emotional moments of the confident outsider with the fun and awe of the extraordinary setting. Similarly Salvador Larroca's slightly less caricature-based style of late mixes heartfelt moments and comical asides in a bright and breezy manner. (MAT) 7

New X-Men 143

by Morrison & Bachalo + Townsend

<=> Grant Morrison sends his X-Men off to quaint olde England, where a covert government project experimenting on hyper-accelerated mutations is attacked by those

bucket-headed techno-terrorists, AIM. After the literally sedated previous issue, Morrison goes for full-on action and double-page violence, but is still full of his patented future-speak and mind-altering concepts. Chris Bachalo's eccentrically busy artwork works a little better with this similarly more frantic pacing, but unfortunately remains mired by the swathes of ink. (MAT) 8

Paradise X #12

by Krueger & Braithwaite

<-> The narrative focus shifts away from the Paradise, Reed Richards and the Negative Zone, toward the resolution of events taking place in the court of King Britain. Script, art and colours are all up to scratch, and there are dramatic revelations enough to sustain the reader's interest. (DK) 6

Startling Stories: The Thing – Night Falls on Yancy Street 2

by Dorkin & Haspiel

<-> After a slightly cliché-ridden first issue, Evan Dorkin has Ben discover his latest love-interest's ex was none other than Sandman, so they inevitably have to fight over said lass; and gosh, who's that gathering behind the scenes? Why, none other than the Frightful Four! Perhaps it says more about present Marvel titles that this supposedly 'alternative' miniseries revels in the naively daft plotlines of Marvel past. Even Dean Haspiel's art shows more than a hint of Kirby-style design, which is about as startling as things get. (MAT) 5

Thor 65

by Jurgens + Lai & Lai

<+> While Thor attempts to bring harmony and order, Loki schemes dissension. Meanwhile Man and God plot rebellion and resistance. Materially ambitious and provocative, Dan Jurgens' script deserves more media attention than some of Marvel's recent press-attentive publications. Meatier content without the pap. (CDB) 7

<=> While a high-falutin' cosmic deity council and a shadowy human security council debate the merits of taking on Thor, we see the thundergod publicly failing to resurrect a little girl, prompting criticism from his advisers, and action from the two factions. The art is pretty inoffensive, if bland, but the storytelling is incredibly obvious, overly sentimental and bordering on condescending. A good idea stretched out for far too long. (MT) 3

Truth: Red, White & Black 6

by Morales & Baker

<+> Intrigued by the rumours of his missing predecessor, Captain America discovers more about the Super Soldier project and Isaiah Bradley's capture by the Nazis during WW2. After some rather forced history lessons regarding ethnic groups in Germany, Robert Morales scripts some brilliantly hammy Hitler and Goebbels dialogue that would make Joe Simon proud. Following the looser style of earlier issues, Kyle Baker tightens up his cartoon-strip art for this historic encounter, making old Adolf look enjoyably comical. (MAT) 8

Venom 2

by Way & Herrera + Cuevas

<+> Sam Keith's cover is lovely, but it goes downhill after that. An arctic base has been wiped out by something (my money's on Venom), which may have been brought back with the only survivor. Chock full of rip-offs of The Thing, the issue plods along, only giving us a glimpse of Venom in the final panel. The art is too caricatured, rendering all facial expressions the same. Pretty pointless. (MT) 2

Wolverine 2

by Rucka & Robertson

<=> Logan confronts some dodgy gun dealers in his hunt to find the killers of his naïve young neighbour. With his gritty take on the character, Greg Rucka really excels at capturing the messy world of the feral mutant with connections around every corner and Darick Robertson quite skilfully realises this world with his grubby dashes of ink. But unfortunately, even with all this talent, the book still doesn't really stand out from the surplus of Wolverine storylines. (MAT) 7

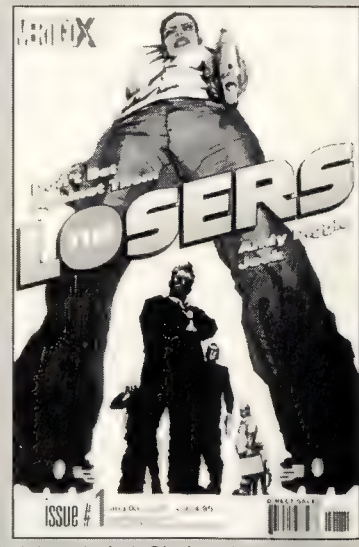
Wolverine/Doop 2

by Milligan & Cooke + Bone

<-> The bizarre duo catch up with the Mink, and are saved by a plot mechanic. This second part of the story is rather weaker than the first, due to a slackness in the writing. Whereas the various elements that formed the first issue worked very well, things are too loose this time around, and the ideas don't mesh nearly as well. The art is still gorgeous though. (KG) 8

The Losers 1

by Diggle & Jock; Vertigo



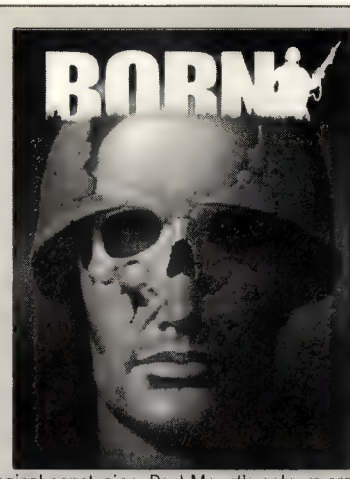
The A-Team meets TV's Alias in this story of espionage and revenge. Andy Diggle proves to be equally adept at writing topical political comment, characterisation and action scenes, while Jock provides suitably scruffy art that tells the story well. An excellent first issue. (KG) 8

The A-Team gets a Vertigo makeover courtesy of new Brit-talents Andy Diggle and Jock. Hunted by the CIA for a crime they didn't commit, elite army unit The Losers goes on the run as a hi-tech heist crew to get even with the company. Diverse characters, great action dialogue and set-pieces and outstanding stylised art make for one hell of a promising start. Check it out while you still can. (MT) 8

DC, keen to sign up the latest UK talent, turns to Andy Diggle and Jock to add an adrenaline rush to the Vertigo line. Fortunately it succeeds, as the two creators bring up to date the 'veterans after revenge' concept for the Noughties. Although these black-ops each have their own speciality and are headed by a greying, smoking wise-guy leader, the title is a little gutsier than The A-Team; as Jock's shady cinematic pages and grizzly spiky-haired character designs attest. (MAT) 7

Born 1

by Ennis & Robertson + Palmer; MAX Comics



Garth Ennis reveals Frank Castle's heretofore untold spiral down into adrenaline addiction. Darick Robertson's gruesomely graphic imagery warrants the MAX tag even more than the !*%@ing bad language. For stern stomachs only. (CDB) 8

Frank Castle uses all his experience and cunning to ensure that his third tour of duty in 'Nam continues for as long as possible. Garth Ennis allows his characters to dictate the plot – the weary veteran, the out-of-touch general and the reluctant recruit are all utilised to bring the tale to an unexpected but logical conclusion. Paul Mount's colours are the pick of an exceptional artistic bunch. (LN) 8

The tail-end of the Vietnam War, and Captain Frank Castle is in very real danger of his treasured war being brought to an end. But is putting generals in front of enemy snipers enough to keep it going? Not much story in this first issue, but comedy, action and pathos add up to the usual quality war story from Garth Ennis, with some wonderfully expressive art from Darick Robertson. One to watch. (MT) 7

Garth Ennis turns his attention to the Vietnam War for his latest *War Story*. Sorry, I mean exploration of the Punisher's origin. Fortunately, Ennis manages to get to the heart of Frank Castle's darkness by looking at his last days in 'Nam and his relishing of the violence of that hellish battleground while also commentating in a more humanist tone on the nature of war. Darick Robertson's gritty and messy panels capture the full horror of The Punisher's birth ground, which Ennis populates with apathetic soldiers, hopeless Captains and unsympathetic Generals. (MAT) 7

US Indies

Beach Safari

by Mawil;
Top Shelf Productions; $9.95

When a talking bunny rabbit is washed up on an island he soon strikes up a friendship with a group of 'stranded' girls – but how long will it be until circumstances conspire to drift them apart? Fun and thoughtful at the same time, creator Mawil smoothly builds in powerful moods and metaphors. A treat of a tale. (CEB) 7

Deathmask 2

by Michelinie + Layton & Giordano; Future Comics

Adonis Dulac sets a trap for the magical anti-hero, Deathmask, and seems to gain the upper hand until it turns into a battle of wills. Concentrating more on fleshing-out the character than the plot, this might not be groundbreaking in any sense, but it is harmless reading and will certainly be lapped up by established fans of these respected creators. (CEB) 5

Dragon Arms 6

by Hutchison; Antarctic Press

<+> Anrack and chums arrive at the temple-cum-weapon store only to discover that Eon has already been there and left little. Even worse is that Eon will have set a trap for their approaching allies. The final issue of this atmospheric and engaging David Hutchison miniseries ends, surprisingly, on a cliffhanger – but look for the continuation later this year. We're also treated to a top pin-up section. (CEB) 7

Freemind 6

by Michelinie + Layton & Frenz; Future Comics

<++> One of Flint's scientists brings him information regarding a giant cover-up, but when both come under threat from a versatile assassin, it's up to Flint to transfer his mind into superpowered android Freemind and save the day. Like Metallix this title is noticeably improving. Writers David Michelinie and Bob Layton are finding their feet while artist Ron Frenz is ever reliable. It won't win any awards just yet, but this is much better than before. (CEB) 6

Gloom Cookie 16

by Valentino & Burns; Slave Labor Graphics

<+> In the aftermath of Lex's funeral, the mystery of her body's disappearance is resolved. While Damion's demons attack Isabella the repentant Gargoyle Queen and her lover the handsome werewolf Artemus, Lex's Aunt Beulah Violet shows up in the Other Realm; and there are ghostly, ghastly goings-on in New Orleans. Gloom Cookie has never looked so good. (DK) 8

Gold Digger 42

by Perry; Antarctic Press

Gina and Brianna have to get past the cave creature before they can reach Fauntleroy and stop him from absorbing the ethereal

energy of the Mymlor. Another vibrant and colourful issue of Fred Perry's semi-demented but wholly endearing manga series. (CEB) 7

Inside Vineyland

by Weinstein;
Alternative Comics

Lauren Weinstein gives her readers a peep into her rather disturbing yet comical mindset for this gathering of frustrated robots, tank-driving canaries, depressed puppies and self-visualisation activities. Mixing brief single page gags, false adverts and longer strips, Weinstein's somewhat twisted imagination – with its cynical take on a world of consumerism and sad relationships – holds on to a sense of the ridiculous. (MAT) 8

Jennifer Daydreamer: Oliver

by Daydreamer;
Top Shelf Productions; $4.95

Three intertwined dream-like tales in creator Jennifer Daydreamer's fantasy universe, Encephalon. It's very ambiguous although ambitious, and covert but caringly crafted. The creator spent some years studying various fields for this work, yet the resulting complexity makes it casual-reader-unfriendly and rather colloquial. (CEB) 6

Kitsune Tales

by Phoenix & Watson;
Slave Labor Graphics

Andi Watson fans get quite a treat this month, as he returns to illustrate a tale of the mischievous shape-changing fox spirit, which finds her encountering a community in fear and a rather well-fed snake monster. Writer Woodrow Phoenix delights in bringing a more action-orientated script to Watson's usually relaxed pace, but fortunately his elegant art is quite capable of evoking even the more violent combat scenes. (MAT) 7

Love Fights 2

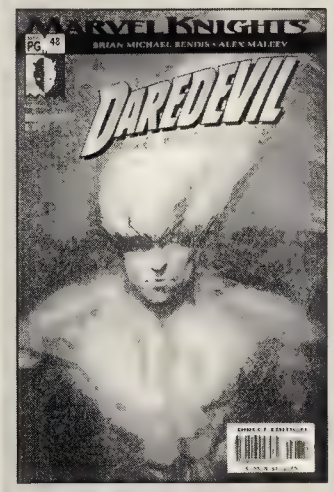
by Watson; Oni Press

<=> Andi Watson continues to trace the lives of lovelorn 20-somethings in his latest series. However this time, the Staffordshire Potteries have been replaced with the hustle and bustle of a city populated by celebrity superheroes. Watson's beautifully delicate brush strokes have a decidedly European feel, but still manage to capture square-jawed American heroes. While he once more tackles how the juggling of work and personal life can often cause upset, this wouldn't be a Watson book without at least one talking animal! (MAT) 7

Magic Boy & The Robot Elf

by Kochalka;
Top Shelf Productions; $9.95

An old man builds a robotic replica of himself which quickly turns on him, much to the annoyance of the cat (actually an alien spy). Top Shelf's reprint of James Kochalka's first graphic novel features an all-new ending and all the elements this alternative creator has since become famous for: offbeat characters, eccentric robots and climatic psychedelics. (CEB) 7



Daredevil 48

by Bendis & Maleev; Marvel Knights

No Daredevil. Again. That's three in a row. There seems to be a strategy to ditch spandex, as in the semi-comedic fight scene – Matt, Luke and Jessica, in street duds, against Typhoid Mary, kinked up in leathers, fishnets and peephole bra. Then some Zen kung-fu meditation business, consolidation of Special Agent Harold Driver as a major supporting character and some real bedroom intimacy with the new love interest. Two years ago (#28) Brian Michale Bendis silently planted a little cancer. This month it metastasises as Bullseye rears his ugly head – the movie head, with the scar, not the comics head, with the cowl. (MA) 9

<+> Matt is pressured into risking exposure of his secret identity. Just when Brian Michael Bendis couldn't put Matt through the wringer any tighter, up steps Typhoid Mary. This gripping drama (super-soap?) rallies towards a seemingly inevitable climax, but are we being led up a blind alley? (CDB) 8

<=> Okay: I'm an Eighties Typhoid Mary fanboy, and this is not the character as I'm used to seeing her. Frankly, she's wasted on this crap. Her hair's all wrong; and no crazy person talks in Grant Morrison style Dada poetry/automatic writing; and the laziness of the characterisation is irritating as hell! Milla's review of Matt's scars, however, is a great piece of writing not to be missed. (DK) 6

<=> Things heat up for Matt and his new love as the psychopathic Typhoid Mary strikes, leaving the FBI with even more awkward questions. Meanwhile Kingpin brings another face from the past to deal with Daredevil. Brian Michael Bendis is so at home with his dark and sinister take on this title that it would be difficult to imagine the character working much better. Alex Maleev's scratchy and shadowy artwork maintains the edge that Bendis's scripts require. (MAT) 8

Metallix 5

by Michelinie + Layton & Lim; Future Comics

<+> Max Krome goes after Owen, determined to let nothing get in his way – especially Team Metallix. With a shocker of an ending, this is far stronger work from writers David Michelinie and Bob Layton, who have now developed a much firmer grasp over this title. Dynamically distinctive artist Ron Lim deserves equal credit of course. (CEB) 6

Monkey vs Robot and the Crystal of Power

by Kochalka; Top Shelf Productions; $14.95

Is this about science versus religion, technology versus nature or is it just a big scrap between some monkeys and robots? You decide. What is certain is that if you're unfamiliar with alternative comics, James Kochalka's works are as good a place to start as any. With luminaries such as Jeff Smith and Frank Miller singing his praises, it's hard to go wrong with Kochalka's impulsive-yet-poignant stories. (CEB) 7

Neotopia 5

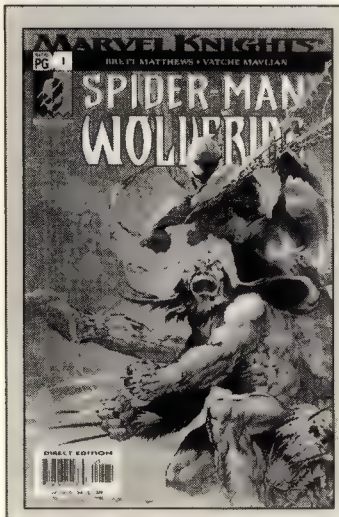
by Espinosa; Antarctic Press

<=> The float ship battle intensifies – even coming down to hand-to-hand – allowing Rod Espinosa to really cut loose with breath-taking splash pages and intense action scenes. These are balanced with Nalyn's predicament, allowing Espinosa to bring his more subtle skills to bear too. Sumptuous art and sophisticated writing, Neotopia is a triumph. (CEB) 8

Ninja High School 106

by Bair & Bevard; Antarctic Press

<=> Yumei gets closer to Thor's son just as Michael gets closer to Loki's daughter. Then there's the incompetent Yoshi, who's stuck somewhere in the middle. Katie Bair and Robby Bevard eloquently juggle a large cast of characters and their respective plots. Bucketloads of humour, top art and hyperactive energy, NHS demonstrates that US manga can certainly give the Japanese variety a run for its money. (CEB) 8



Spider-Man/Wolverine 1

by Matthews & Mavlian

Spider-Man is reluctantly recruited to save a mysterious hostage (okay so it's Logan). Marvel's top-draw twosome break from the norm. Instead of the misunderstood superhero slugfest we get a whodunit mystery in a Did-What dilemma. Creepy Spidey art from Vatche Mavlian. (CDB) 6

Nick Fury sends Spider-Man into a jungle hotbed to rescue a hostage, who surprisingly turns out to be Wolverine. Matthews manages to combine two-dimensional characterisation with stretching a five-page story to fit 22 pages – no mean feat – which is matched visually by Mavlian only being able to draw two different facial expressions (thank goodness for eyepatches and kiss-curls). Very weak. (MT) 1

Patrick the Wolf Boy Wedding Special

by Baltazar & Franco;
BlindWolf/Electric Milk

Usually endearing, but always lightweight, Patrick the Wolf Boy wears its influences on its sleeve (Calvin & Hobbes, Peanuts, The Munsters). In this latest one-shot, Patrick is ring-bearer at a family wedding, where mild antics ensue involving squirrel-chasing and an alien imposter. (DK) 5

Pistolwhip: The Yellow Menace

by Hall & Kindt;
Top Shelf Productions; $14.95

Fact and fiction blur – and indeed collide – in this truly insightful work by Jason Hall and Matt Kindt. Mitch Pistolwhip, an incompetent PI, teams up with daring superhero Jack Peril to stop the killing spree of the villainous Yellow Menace. Playing with the comics genre's conventions this also provides a cutting critique of Seduction of the Innocent. "Time to put 'em in peril!" – the stigmas attached to the comicbook that is, for works such as this will, sooner or later, destroy them. (CEB) 9

Radioactive Man 7

by various; Bongo Entertainment

In parody of Golden Age patriotic comics and Silver Age superhero teams, a pool of talent including Ty Templeton and Chuck Dixon presents four tales featuring the Superior Squad. The funniest are Jesse McCann and Abel Laxamana's Avengers tribute in which the Squad tries out its own version of the Danger Room; and Ty Templeton's Bug Boy revelation, beginning with a game of 'truth, dare, or secret origin'. (DK) 7

Shoujo 1

by various; Antarctic Press; $5.95

Six stories including *Oasis Destiny* by fan-favourite Katie Bair, and Andrew Dickman's frenetic, futuristic *Brave Soul*, which could almost be at home in 2000 AD. There's also the offbeat in Hatnun's *Dam: End of an Era*, and a love story in *Sincerely*, in which the writing is hard to follow but the artwork shines. An enjoyably eclectic manga mix. (CEB) 7

Tokyopop: Ragnarok

by Lee + Knaak; Tokyopop; $9.99

It's manga meets myth as Myung-Jin Lee bring his huge talents to bear on the Norse legends. The scope is as epic as expected with Lee smoothly switching from character to character while their paths begin to converge. The comedy, drama and trademark anime action is augmented by New York Times bestselling author Richard A. Knaak, who takes adaptation duties. A winner. (CEB) 7

Wake: The Sign of the Demons

by Morvan & Buchet;
NBM Publishing $14.95

Two stories, the first of which sees Navee and

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a team of soldiers infiltrate a medieval world in search of some missing Wake operatives. In the second story, Navee becomes personally involved when a terrorist group targets Wake. Through Jean David Morvan's great writing and Philippe Buchet's luscious art, the work flows with a fervent imagination. Clever perspectives and layouts keep the exposition absorbing, not to mention the following high-octane action. (CEB) 8

Warrior Nun Areala 17

by Zicari & Babiar; Antarctic Press

<+> Ivan Seethe sends Pillage and Plunder on a mission to London; one which will no doubt result in big trouble for Areala. Thanks to Craig Babiar's art, this has all the usual ingredients of manga: zany characters, lots of jumping about and catalogue poses, but what makes it distinctive is Anthony Zicari's writing, which successfully amalgamates superhero-esque plot devices. (CEB) 7

Canadian Indies

Transformers: Armada 13

by Furman & Guidi + To; DreamWave Productions

<=> The Autobots rush to the rescue as Megatron prepares to destroy them. A bit of a disappointing end to a storyline that never seemed to go anywhere, all this issue achieves is the revelation of a hidden Minicon ability and a prologue to what seems to be a far more interesting storyline. Still, it is decently written and the art is excellent. (KG) 7

Transformers: Generation One Volume Two #3

by Mick & Lee + Armstrong + Garcia + Poblete; DreamWave Productions

<=> Shockwave reveals a little of what's been going on, as elsewhere the situation becomes rather volatile. Brad Mick continues to do a good job on this title by putting an interesting spin on tried-and-tested plots and characters. Pat Lee is still the wrong artist for the title and the number of "assistants" he needs is just embarrassing. (KG) 7

UK newsstand

Action Man 95

by Quinn & Griffiths; Panini Comics

<=> Action Man goes after Dr X, but the villain now has invulnerable henchmen – and Anti-Freeze – on his side. Can even the Ultimate Battle Suit help Action Man win this fight? Jason Quinn's fast-paced script is imagined perfectly by the energetic art of Martin Griffiths, making for an action-packed read. Plus more puzzles than you could shake a Battle Blaster at! (CEB) 7

Commando 3635

by various; DC Thomson

<-> *Secret of the Sea* is the over-earnest tale of a newly commissioned British naval officer who finds himself in charge of a dangerous mission against the Japanese. First published in 1988, it's a bit of a damp squib. One can't help but think there are hundreds of much worthier Commando stories crying out for a reprint. (SM) 5

Inferno 37

by various; Black Library

Chaos reigns in this *Eye of Terror* edition of Games Workshop's anthology magazine. Expect the usual quota of fantasy and sci-fi; brimming with good, old-fashioned mayhem and carnage. One of the highlights is *Red Reward*, Mitchel Scanlon's intriguing look at heroism and injustice on a war-torn planet. (SM) 7

Judge Dredd The Megazine 208

by various; Rebellion

<=> A splendid Dredd two-parter by John Wagner and Graham Manley concludes, as does Black Siddha. Bato Loco makes his second appearance, but a good character deserves better material. Devlin Waugh's fully painted artwork suffers from an incoherent story set in pitch darkness; and Repo-Mex is something I never want to see again. At least they found two excellent full-colour Dredd stories to fill the reprint quota beside *Darkie's Mob*. (DK) 7

2000 AD Progs 1345-1348

by various; Rebellion

<=> Prog 1346 is the best of the bunch, with action hotting up across the board, and Lobster Random emerges as the surprise front runner for that issue only, in a deftly inserted flashback, beautifully drawn and coloured by Carl Critchlow. *Otherworld* is a curiosity that's bound to draw a mixed reaction, and *Rogue Trooper* is so well drawn by Mike Collins that the story matters little. (DK) 6

Small Press

Bad Dog

by Northfield; £1.50 from baddogcomics@yahoo.co.uk

A small comic about a very naughty dog. Energetic artwork, great comedic timing, deceptively simple. But really funny. Hilarious! (LO) 8

Bahala Na! 3

by The Goodman Brothers; www.bahala-na.co.uk

The Goodman brothers have been producing consistently quirky and entertaining comics for a good while now. Their stories are lighthearted and whimsical and the artwork is always of a very high standard. The only gripe here is their re-use of old material. As is the case with most small press, stuff is hard to find and is often reprinted, but it's tiresome for genuine fans to read the same strips in different comics. Everything is frankly great; you just may have read some of it before. (AS) 7

Comics Forum 24

edited by Stangroom; £3.50 from Smallzone 10 Cleveland Avenue, High Ercall Telford TF6 6AH

Published in conjunction with the UK

Comics Creators Guild, this fascinating 76-page book features in-depth coverage of many aspects of comics culture. Highlights here include a Vaughn Bode retrospective, a revealing debate on the current state of US political cartooning, and a compelling essay charting the influence of American Jewish ideologies on creating and shaping the superhero genre. (JE) 8

Doctor Sorrow 1

by Kermode & Juniper; Charaydis Comics; £2 from charaydiscomics@hotmail.com

In a supernatural thriller that maintains a good balance of humour and violent horror, the undead occult investigator of the title is pitted against his ancient adversary, gleefully dispatching scantily clad vampire lap dancers with his martial arts skills and sword stick. (DK) 8

A beautifully produced pulp-noir horror caper by Mike Juniper and Adrian Kermode, with contributions by Terry Wiley and covers by D'Israeli. With classic dialogue such as "Saturday night and the place is dead... literally", and "Hmmm, dead girls in lingerie, just my type!" this is some fine quality schlock! (AS) 8

Draw or Die 1

by Chandler; £1.50 from www.bonehousebooks.co.uk

A great A5 title by the ever-inventive Jon Chandler. The title is essentially split in half; the first section tells the tale of a frustrated comics artist and his *Smokester 128*, a robot that reads your mind and presents you with the appropriate comics script. The second half is the resultant comic. A clever and inventive premise backed up by consistent and charming visuals. (AS) 7

Nice #1

by various; £2.50 from nice@ukseen.com

An anthology which has a great deal of potential, and considering this is the first issue - that's no bad thing. A nice blend of 'zine-style comics art and slick graphic design that will appeal to many. Highlights are *Earl the Snapshot King* by K. Draw and *Ronin Keaton - Filthy Masterless Pop Idol* by Benito Faze. Nice one indeed. (AS) 7

The O Men 20

by Eden; £1.50 from M. Eden 19a Trevalyan Road, Tooting London SW17 9LS

<=> Anathema's Vicious Circle comes for the team, and finds them better prepared than expected. Again, Martin Eden fills the 22 pages of this comic with great action, strong characterisation, ingenious plot and character development, and devious twists. This truly is better than almost anything else out there. (KG) 9

Queen of Diamonds 2

by Musson; £2 from www.opi8.com

Second issue of this new and inventive superhero comic. This has a noir theme with a femme fatale and a detective thrown into the mix. Not Musson's strongest art, but still distinctive and clear. Lacks the bitching and quips from issue #1, but is still shaping up to be an interesting series. (LO) 6

Seer

by Simpson & O'Connor; Engine Comics; £2.50 from B. Renshaw 8 Avril Close, Reddish Stockport SK5 6XH

When a sadistic murderer terrorises Manchester, DI Sloane calls in Jonathon Parks, a man who possesses a special supernatural talent. The ending might not come as a shock to some – and indeed, be a little too forced – but with Lee O'Connor's solid art and Gary Simpson's sharp dialogue, this is a gory small press tale that should not be overlooked. (CEB) 6

Six and Two Threes #0

by Doherty; £1.50 from C. Doherty 28 Churchill Parkway, Winsford Cheshire CW7 1DL

A style clearly influenced by, but not copied from, manga via America, this is a good debut which establishes Doherty's feel for the medium. Down to earth school-based tale, hinting at a much darker plot about to unfold. (LO) 6

Springheeled Jack #1

by Hitchcock; £2.50 from D. Hitchcock Gunhills Farm, Gunhills Lane Windley, Derbyshire DE56 2LR

A twist on the cockney legend of Springheeled Jack with cameos by many of the celebrities of the day, and as it's set in 1830s London, you're in for one weird read. Brilliantly written, and with an artistic style reminiscent of Troy Nixey's *Jenny Finn*. Inventive and full of dark humour, this is an exceptional title by the man who brought you Whitechapel Freak. (AS) 9

That Rapscallion's Revue

by Burgess & Thomas; £1 from Smallzone 10 Cleveland Avenue, High Ercall Telford TF6 6AH

Described by its comics fan creators as "a cabaret not listed in Time Out", this 16-page booklet showcases their self-illustrated poetry. The images are evocative of Victorian decadence, Aubrey Beardsley and even Grant Morrison's 1990s Vertigo series Sebastian O, but given a modern spin. If the line, "It's the new Millennium and a serbian pensioner has been peppered by a NATO cluster bomb" sees you nodding earnestly rather than laughing out loud, then this is for you. (JE)5

You Stink and I Don't 7

by Hutchings; £1.75 from Smallzone 10 Cleveland Avenue, High Ercall Telford TF6 6AH

New Age medicine, relationships and Lee Falk's The Phantom are just a few of the subjects to suffer the barbed wit of screwball Aussie cartoonist Ben Hutchings. This 44-page mini-comic represents value for money, sporting a colour cover and quality printing on good paper stock. While the deft visuals are clean and uncluttered, the occasionally well-observed, surreal humour is sometimes compromised by a weak or vague pay off. (JE) 8

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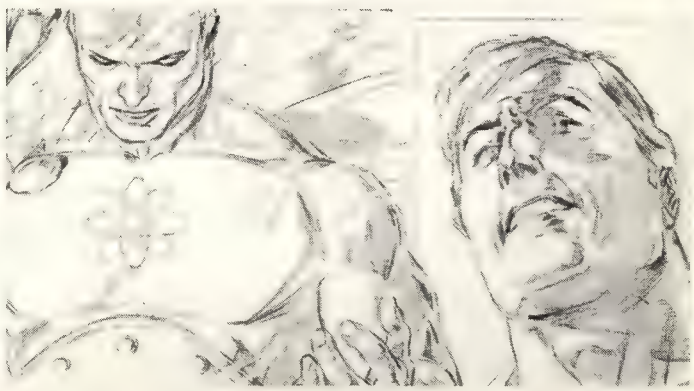
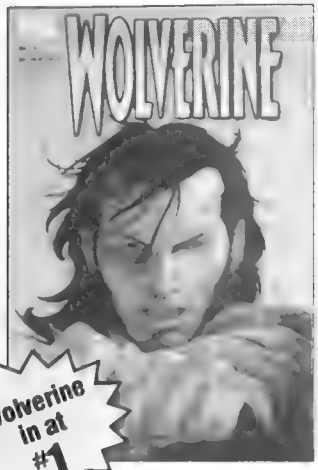


Comics Economics

The Top 100 US comicbook sales for May 2003



Wolverine in at #1

Rank	Prior	Title, Issue, Price & Estimated Orders	Publisher
1	(N)	**Wolverine** #1 $2.25 (158,787)	Marvel
2	(1)	**Batman** #615 $2.25 (144,090)	DC Comics
3	(=)	**The Ultimates** #10 $2.25 (105,546)	Marvel
4	(3)	**Ultimate Spider-Man** #40 $2.25 (104,480)	Marvel
5	(4)	**Ultimate Spider-Man** #41 $2.25 (102,794)	Marvel
6	(=)	**New X-Men** #141 $2.25 (95,805)	Marvel
7	(4)	**Amazing Spider-Man** #53 $2.25 (95,777)	Marvel
8	(10)	**Uncanny X-Men** #424 $2.25 (94,638)	Marvel
9	(7)	**Ultimate X-Men** #33 $2.25 (93,125)	Marvel
10	(N)	**Venom** #1 $2.25 (92,592)	Marvel

Venom in at #10

11	(2)	**Transformers Generation One Vol 2** #2 $2.95 (74,322)	DreamWave
12	(15)	**X-Treme X-Men** #25 $2.99 (66,339)	Marvel
13	(12)	**X-Treme X-Men** #26 $2.99 (66,166)	Marvel
14	(17)	**Incredible Hulk** #54 $2.25 (61,426)	Marvel
15	(12)	**Daredevil** #47 $2.99 (61,368)	Marvel Knights
16	(14)	**JLA** #81 $2.25 (60,316)	DC Comics
■ International direct market retail orders estimated below 60,000			
17	(16)	**Avengers** #67 $2.25 (58,097)	Marvel
18	(N)	**New Mutants** #1 $2.50 (57,016)	Marvel
19	(29)	**League of Extraordinary Gentlemen Vol 2** #5 $3.50 (54,106)	DC/ABC
20	(=)	**Green Arrow** #25 $2.50 (52,535)	DC Comics
21	(24)	**Fantastic Four** #69 $2.25 (52,103)	Marvel
22	(21)	**Marvel Universe: The End** #5 $2.99 (51,037)	Marvel
23	(26)	**Peter Parker, Spider-Man** #56 $2.25 (50,475)	Marvel
24	(20)	**Green Arrow** #26 $2.50 (50,475)	DC Comics
■ International direct market retail orders estimated below 50,000			
25	(22)	**Captain America** #13 $2.99 (49,279)	Marvel Knights
26	(N)	**The Authority Vol 2** #1 $2.95 (44,351)	DC/WildStorm
27	(29)	**Green Lantern** #164 $2.25 (44,351)	DC Comics
28	(33)	**JSA** #48 $2.50 (44,019)	DC Comics
29	(N)	**JSA: All Stars** #1 $2.50 (43,558)	DC Comics
30	(N)	**Wolverine Snikt** #1 $2.99 (42,463)	Marvel
31	(25)	**Mystique** #2 $2.99 (41,037)	Marvel/Tsunami
32	(34)	**Spawn** #125 $2.50 (40,950)	Image TMP
33	(31)	**Transformers Armada** #11 $2.95 (40,734)	DreamWave
34	(73)	**Voltron Defender of the Universe** #1 $2.95 (40,504)	Image
35	(36)	**Punisher** #26 $2.99 (40,014)	Marvel Knights
■ International direct market retail orders estimated below 40,000			
36	(35)	**Punisher** #27 $2.99 (39,812)	Marvel Knights
37	(N)	**Inhumans** #1 $2.50 (38,818)	Marvel
38	(42)	**Detective Comics** #782 $2.75 (38,443)	DC Comics
39	(27)	**Green Lantern** #165 $2.25 (37,997)	DC Comics
40	(N)	**Titans/Young Justice: Graduation Day** #1 $2.50 (37,579)	DC Comics
41	(42)	**Exiles** #27 $2.99 (37,204)	Marvel
42	(44)	**Exiles** #26 $2.99 (37,089)	Marvel
43	(27)	**Namor** #2 $2.25 (36,945)	Marvel
44	(48)	**X-Men Unlimited** #46 $2.50 (35,547)	Marvel
45	(46)	**Thundercats Return** #4 $2.95 (35,057)	DC/WildStorm
46	(52)	**Superman** #193 $2.25 (34,927)	DC Comics
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48	(55)	**Thor** #64 $2.99 (34,337)	Marvel
49	(40)	**Titans/Young Justice: Graduation Day** #2 $2.50 (34,164)	DC Comics
50	(51)	**Aquaman** #6 $2.50 (33,213)	DC Comics
51	(58)	**Iron Man** #68 $2.99 (33,213)	Marvel
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54	(59)	**Action Comics** #803 $2.25 (32,118)	DC Comics
55	(57)	**GI Joe: Frontline** #7 $2.95 (31,887)	Ima
56	(63)	**Flash** #198 $2.25 (31,210)	DC Comics
57	(60)	**Batgirl: Year One** #6 $2.95 (31,080)	DC Comics
58	(N)	**Thundercats/Battle of the Planets** $4.95 (31,008)	DC/WildStorm
59	(43)	**Human Torch** #2 $2.50 (30,475)	Marvel/Tsunami
60	(N)	**Wolverine/Doop** #1 $2.99 (30,317)	Marvel
61	(65)	**Batgirl** #40 $2.50 (30,172)	DC Comics
62	(N)	**Crew** #1 $2.50 (30,000)	Marvel
■ International direct market retail orders estimated below 30,000			
63	(64)	**Batman: Gotham Knights** #41 $2.75 (29,956)	DC Comics
64	(68)	**Nightwing** #81 $2.25 (29,942)	DC Comics
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67	(N)	**Battle of the Planets/Thundercats One-Shot** $4.99 (29,841)	Image
68	(N)	**Domino** #1 $2.50 (29,711)	Marvel
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Q&A

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Baffle us with comics questions, or save us with answers!

Kid Chameleon

Roger Newson
32 Rosemary Avenue
Felixstowe, Suffolk IP11 9HX

COULD you please provide any background information on the following British comic strips: *Kid Chameleon* (colour comic strip in **Cor!!** in the 1970s), *Fred Carno's Army* (black and white strip in **Valiant**, early 1970s). *The Spongees* (alien characters in black and white strip published in **Cor!!** about the same time as *Kid Chamelion)*. Who drew them? Who were the characters? For how long did all three strips last?

Steve Holland kicks off for the Q&A Brains Trust: Kid Chameleon *appeared in* ***Cor!!*** *in 1970-72, with artwork by the wonderful Joe Colquhoun. Fred Carno's Army starred in* Carno's Cadets *in* ***Jet*** *(not* ***Valiant****) between 1 May and 25 September 1971 with artwork by Solano Lopez.*

Dez Skinn adds: Inspired really... there we were putting together ***Cor!!*** *every week, for over a quarter of a million under 7s, and some bright spark gave the comic's only adventure strip a name no youngster could even pronounce. We got the lot... Kid Chama-lon, Kid Chameel-ion. Truly inspired, right up there with Vertigo's* **Chiarascuro** *for daft names...*

As Steve says, the late great Joe Colquhoun (pronounced Col-hoon) drew the centrespread tale of a blond lad running around Africa, saved only by his ability to blend into any background, from scripts by Scott Goodall. Joe was the antithesis of another late great Brit artist, Frank Bellamy. While Frank used to make his finished pages as polished and clean as humanly possible, Joe was the messiest bugger around. Every single sheet had his colour tests and brush wipes running down the side of the page. Lovely stuff, but messy.

John Steel

John Miller
Wester Hailes, Edinburgh

I ALWAYS wondered about whatever happened to **John Steel Secret Agent**, a Gold Key comic. It was an OK '60s secret agent comic. (I seem to remember that the first John Steel comic adventure started off with John Steel on assignment in Scotland.)

Do you know how many issues there were or who wrote and drew it? What US government security agency did John Steel work for?

Maybe he's still out there somewhere; even residing in Scotland.

David Roach: Gold Key brought out two issues of ***John Steele Freedom Agent****. The first, just titled* ***Freedom Agent*** *was in early 1963 and the second appeared almost two years later in December '64 . I'm afraid I only have the first issue, which was drawn by Alberto Giollitti and probably written by the prolific Paul F. Newman with a lovely cover by, I'm guessing, George Wlison. The script is very much globetrotting, cold war spy material in the James Bond mode (although Bond never grew into a giant like John Steele does here) but the art is truly fantastic, absolutely Giollitti's finest hour and comparable to Williamson or Torres at their best.*

Incidentally there was a British spy strip of the late '50s or early '60s which ran in ***Thriller Picture Library*** *which also starred a John Steel, without the last E. This was an equally pretty strip with lovely art by Luis Bermejo and comes highly recommended.*

Legend of King Arthur

Tarik Hossein, London SE10

I'VE recently been reading many mid-1970s DC titles and came across an in-house ad for a four-part "super-size" series entitled **The Legend of King Arthur and the Knights of The Round Table**, written by Gerry Conway and illustrated by the underrated Nestor Redondo. It was stated as being published soon (late '75 or early '76). Was it ever released? Is it listed in current price guides?

David Roach: Nestor Redondo's house ad was indeed one of the most tantalising of the era but sadly the comic never materialised. It looks to have been conceived in the wake of an earlier Redondo triumph, ***The Bible Treasury Edition*** *but the reasons for its cancellation are lost in the mists of time. What is certain however is that Gerry Conway was at least part of the way through his script and I know that Redondo had finished at least six pages. I've seen an early splash scene of a Camelot banquet and it's stunning work, very much in the* Prince Valiant *tradition. There's also at least one Noly Panaligan filler page from the project out there showing a variety of medieval weaponry. File under the great losses to comics category.*

Spyman

John Miller
Wester Hailes, Edinburgh

COULD you tell me how many issues there were of the '60s Harvey comic **Spyman**, which was written by Jim Steranko but not drawn by him? Do you know who the artist was? I bought **Spyman** #1 back in '67 along with another Harvey superhero comic called **Jigsaw**, which was about a stretchy-guy character like Plastic Man and The Elongated Man.

David Roach: Ah, the wonders of Harvey's truly insane Hero line of the '60s. Who could forget the likes of B-Man, Jack Quick Frost, Tiger Boy or Miracles Inc.?

Spyman starred in three issues of ***Top Secret Adventures*** *in '66/'67 and was indeed created by Steranko, as was the Glowing Gladiator in* ***Double Dare Adventures****. Steranko doesn't seem to have contributed much more than costume designs, one or two of which are incorporated into each first appearance and some plots.*

I'm guessing Joe Simon wrote the scripts, while art was by George Tuska (#1), Dick Ayers (#2) and Bill Draut (#3) for Spyman while the glowing Gladiator was by Bob Powell (with a hint of Steranko layouts in places) and Jack Sparling. Jigsaw starred in two issues of ***Big Hero Adventures*** *with typically bizarre art by the legendary Tony Tallarico and is as monumentally silly as all the other Harvey Heroes. I love them! Incidentally much of the Harvey Archives art collection is being auctioned off in parts each month by Heritage Auctions on their website, the latest instalment of which included all of* ***Unearthly Spectaculars*** *#3 so there's every possibility that Spyman or Jigsaw pages could surface soon. What a treat.*

David Lloyd checklist

Guy Hammersley via e-mail:
guyhammersley@hotmail.com

HAVING met David Lloyd at the recent Bristol comics convention, where he was kind enough to illustrate for me a striking rendition of V from *V for Vendetta*, I wondered if you could help me track down some more of his work. I would like to find out just what the great man has done.

The best person to answer, David Lloyd, becomes an honoury Q&A Brains Trustee with the following chronological checklist of his work:

- *One strip (in* ***The Magician****, 1975)*
- Kalgar *(in* ***White Dwarf****, Feb 1978 – five episodes)*
- *Strips and illustrations (in* ***Logan's Run Annual****, 1978 by Steve Moore)*
- *Strips and illustrations (in* ***Dick Barton Special Agent****, 1978 by Steve Moore)*
- Quatermass II *(in* ***Halls of Horror*** *23, 1978 by Steve Parkhouse)*
- Kojak *(in* ***TV Comic****, 1978)*
- The Kicktail Kid *(in* ***TV Comic****, 1978-1979)*
- Night Raven *(in* ***Hulk Comic*** *1-14, 7 Mar-6 Jun 1979 by Steve Parkhouse. Reprinted in* ***Captain Britain*** *1-14, Jan 1985-Feb 1986,* ***Night Raven: The Collected Stories****, Marvel 1990)*
- Hulk *(in* ***Hulk Comic*** *14-19, 6 Jun-11 Jul 1979 by Steve Parkhouse. Steve Moore from 15. Layouts by Paul Neary)*
- The Return of the Daleks *(in* ***Doctor Who Weekly*** *1-4, 17 Oct-7 Nov 1979 by Steve Moore)*
- Deathworld *(in* ***Doctor Who Weekly*** *15-16, 23 Jan-30 Jan 1980 by Steve Moore)*
- Twilight of the Silurians *(in* ***Doctor Who Weekly*** *21-22, 5 Mar-12 Mar 1980 by Steve Moore)*
- The Outsider *(in* ***Doctor Who Weekly*** *25-26, 2 Apr-9 Apr 1980 by Steve Moore)*
- Abslom Daak – Daiek Killer *(by Steve Moore)*
- Star Tigers *(in* ***Doctor Who Weekly*** *30-7 May 1980; 44-46 Sep-Nov 1980. Reprinted in* ***Captain Britain*** *8-11, Aug-Nov 1985,* ***Abslom Daak – Dalek Killer****, Marvel, 1990)*
- Yonder the Yeti *(in* ***Doctor Who Weekly*** *31-34, 14 May-5 Jun 1980 by Steve Moore)*
- Black Legacy *(in* ***Doctor Who Weekly*** *35-38, 12 Jun-3 Jul 1980 by Alan Moore)*
- Business As Usual *(in* ***Doctor Who Weekly*** *40-43, 17 Jul-7 Aug 1980 by Alan Moore)*
- Might of the Mechanoid *(in* ***Hulk Annual*** *1980 by Steve Moore)*
- Illustrations *(in* ***Fantastic Four Annual****,* ***Spider-Man Annual*** *by Steve Moore)*
- *Various strips/illustrations (in* ***Hardy Boys & Nancy Drew Annual****, 1980 by Steve Moore)*
- The Monster Club *(in* ***The Monster Club****, 1980 – four pages only. Reprinted in* ***Halls of Horror*** *26, 1983)*
- Touchdown on Deneb *7 (in* ***Dr Who Monthly*** *48, Jan 1981 by Paul Neary)*
- Voyage to the Edge of the Universe *(in* ***Doctor Who Monthly*** *49, Feb 1981 by Paul Neary)*
- 4D War *(in* ***Doctor Who Monthly*** *51, Apr 1981 by Alan Moore. Reprinted in* ***The Daredevils*** *6, June 1983)*
- Illustrations *(in* ***Hulk Annual****, 1981)*
- *Various strips and illustrations (in* ***Knight Rider Annual****, 1981-1982)*
- Black Sun Rising *(in* ***Doctor Who Monthly*** *57, Oct 1981 by Alan Moore. Reprinted in* ***The Daredevils*** *7, Jul 1983)*
- The Gods Walk Among Us *(in* ***Doctor Who Monthly*** *59, Dec 1981 by John Peel)*
- Time Bandits *(in* ***Time Bandits****, Feb 1982. Majority of inks by John Stokes)*
- V For Vendetta *(by Alan Moore) Book 1 (in* ***Warrior*** *1-11, Mar 1982-Jul 1983. Reprinted in* ***V For Vendetta*** *1-3, Sep-Nov 1988)*
- Vertigo *(in* ***Warrior*** *5, Sep 1982. Reprinted in* ***V For Vendetta*** *7, Jan 1989)*
- *Book 2:* This Vicious Cabaret *(in* ***Warrior*** *12-16, 18-19, 21-26, Aug-Dec 1983, Apr-Jun 1984, Aug 1984-Feb 1985. Additional art by Tony Weare in 25. Reprinted in* ***V For Vendetta*** *4-7, Dec 1988-Jan 1989. Issue 7 including new material)*
- Vincent *(in* ***Warrior*** *20, Jul 1984. Silent story, layouts from plot by Alan Moore, art by Tony Weare. Reprinted in* ***V For Vendetta*** *7, Jan 1989)*
- Book 3 *(in* ***V For Vendetta*** *8-10. Feb-Apr 1989)*
- The Alliance *(in* ***Blake's 7****, 1982, by John Peel)*
- The Golden Amazon *(from the story by John Russell Fearn, in* ***Warrior*** *4, Aug 1982. Adapted by DL)*
- Battle of the Planets *(in* ***TV Comic****,*

1982
- Various strips (in **The Fall Guy Annual**, 1982-1984)
- **Knight Rider Painting Book** (Grandreams, 1983)
- The Weirdling (in **Tales of Terror**, 1983 by Bill Dubay. Revisions from Trevor Von Eeden art)
- Illustrations (in **What Car Magazine**, 1984)
- **Street Hawk Colouring Book** (World Distnbutors, 1985)
- Man in the Fog (in **Tales of Terror** 3, 1985 by DL & Bob Curran)
- Lettering for Psi Warrior (in **Computer & Video Games Magazine**, 1985-1986)
- Sins of the Flesh (**Laser Eraser & Pressbutton** 2, Dec 1985 by Pedro Henry)
- You Are Slaine in Cauldron of Blood (in **Diceman** 1, Jan 1986 by Pat Mills)
- Journal of a Space Traveller (in **Alien Encounters** 5, Feb 1986 by DL)
- Illustrations (in **Sinclair User Magazine**, 1986)
- Espers (in **Espers** 1-4, Jul 1986-Feb 1987 by James D. Hudnall)
- Remembering Rene (in **Tales of Terror** 7, 1987 by Steve Bissette)
- Foogoo (in **Wasteland** 1, Dec 1987 by John Ostrander & Del Close)
- Warning Signals (in **Wasteland** 2, Jan 1988 by John Ostrander & Del Close)
- Dies Illa (in **Wasteland** 3, Feb 1988 by John Ostrander)
- Method Actor (in **Wasteland** 6, May 1988 by John Ostrander & Del Close)
- Secret Lords of the DNA (in **Wasteland** 7, Jun 1988 by John Ostrander & Del Close)
- Del and Elron (in **Wasteland** 9, Aug 1988 by John Ostrander & Del Close)
- Life's Illusion (in **Wasteland** 10, Sep 1988 by John Ostrander & Del Close)
- Embryo (in **Wasteland** 11, Oct 1988 by John Ostrander)
- Hand (in **AARGH!**, Oct 1988 by DL)
- John Constantine – Hellblazer (in **Hellblazer** 25-26, Jan-Feb 1990 by Grant Morrison. Reprinted in **Shockwave** 1-4, Mar-May 1991 and in 56, Aug 1992 by Garth Ennis)
- The Big Death (in **A1** #2, Sep 1989 by Pete Milligan)
- Mr X: Windows (in **A1** #2, Sep 1989 one panel only)
- Banged Up (in **Crisis** 37, 3 Feb 1990 by John Blackburn)
- The Farmer and the Soldiers (with Caroline Della Porta in **Crisis** 44, 12 May 1990 by Igor Goldkind)
- Comic Relief (in **The Comic Relief Comic**, Mar 1991)
- The Proxy (from the story by Ramsey Campbell in **A1** #5, 1991. Adapted by DL)
- Night Raven: House of Cards (graphic novel, Marvel, Aug 1991 by Jamie Delano)
- Illustration (in **Born to Be Wild – PETA Benefit Book**, Eclipse, 1991)
- Family Resemblance (from the story by Andrew Vachss, in **Hard Looks** 2, May 1992. Adapted by Randy Stradley)
- 'Orrible Murders! (in **'Orrible Murders**, Sep 1992 by Neil Gaiman & David Jackson. One page and cover only)
- Flash of White (A. Vachss, **Hard Looks** 6, Jan 93. Adapted by Rose Dawn Bradford and DL. Reprinted in limited edition chap book, 1993 and in later collections)
- Vixen – early story from 77 (in **Negative Burn** 6, 1993)
- **Garth** – early sample pages (in **Garth 50th Anniversary Tribute Book**, 1993)
- **Demon** 40 (colour only, DC Comics, 1993)
- Throat Sprockets (in **Taboo**, by Tim Lucas, 1993)
- Lasting Impression (in **DHP** 86, by DL and Siobhan Dodds)
- The Pencil (unpublished, for **Raymond Chandler's Philip Marlowe**. Adapted by Jerome Charyn, Byron Preiss Visual, 1994. Scheduled to see print Sep 2003)
- **James Bond – The Shattered Helix**, two-issue mini (layouts and colour for David Jackson, by Simon Jowett, Dark Horse, 1994)
- **Sandman Mystery Theatre Annual** – section of story (by Matt Wagner and Steve Seagle, DC, 1994)
- Horrorist Study (in **Vertigo Gallery –Dreams and Nightmares** 5, DC, 1995)
- **The Horrorist**, two-issue mini (by Jamie Delano, DC, 1995)
- Joe Colombo (in the **Big Book of Little Criminals**, DC, 1996)
- Looking Good, Feeling Great (in **Weird War Tales**, by DL, 1997, DC)
- Edith Stein (in **Big Book of Martyrs**, by John Wagner, DC, 1997)
- Charlie Chaplin (in **Big Book of Scandal**, by Jonathan Vankin, DC, 1997)
- Section in **Aliens: Havoc**, by Mark Schultz, Dark Horse, 1997
- **Aliens: Glass Corridor** (by DL, Dark Horse, 1998)
- The Big Snooze (in **Gangland**, by DL, DC, 1998. Reprinted in later collection)
- Dr Broca von Bitelbaum (in **New Adventures of the Spirit** 4, by Mark Schultz, Kitchen Sink, 1998)
- **The Territory**, four-issue mini (by Jamie Delano and DL, Jan- Apr, Dark Horse, 1999)
- Co-editor and section in **The Worm – Benefit Book for Cartoon Centre**, Slab-o-Concrete, 1999)
- The Mule (in **Flinch** 10, by Tony Bedard, DC, Mar 2000)
- A Time of Terror (in **Big Book of the '70s**, by Jonathan Vankin, DC, 2000)
- Internet (in **Vampires**, by DL. Editions Carabas/France, Dark Horse/US, 2001)
- Silhouettes on the Shade (in **Greyshirt: Indigo Sunset** 3, by Rick Veitch, 2002. Reprinted in collection, 2002)
- Lasting Impression and Journal of a Space Traveller (in **L for Lloyd** 1. Reprints in limited edition collection/Flemish language, Enigma, 2002)
- Have You Seen? (in **9-11** Vol 2 benefit book, by Dan Abnett and Andy Lanning, DC, 2002)
- Nightingale (in **War Story** series, by Garth Ennis, DC, Feb 2002)
- The Pledge (in **Captain America: Red, White and Blue**, by Paul Storrie, DC, 2002)
- J for Jenny (in **War Story** series, by Garth Ennis, DC, Feb 2003)
- The Run (**Global Frequency** 6, by Warren Ellis, DC, May 2003)

...and that's it so far!

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Panel Beaters

Comics International's monthly sampler of the best of the small press and indie comics scene

WHILE THE UK supply of post-adolescent comics has dwindled to a mere handful, the indie and small press market has mushroomed. In addition to **CI**'s classified announcements and small press reviews sections, **Panel Beaters** gives readers a chance to sample some of the best of what's out there.

Each of the following strips has been produced as an exclusive taster for new readers, and is accompanied with full details about where to find more of the creators' work.

Would-be contributors to this section in future issues should email *editorial@comicsinternational.com* requesting a style sheet, or write to the address given on page three.

Compiled by Leonie O'Moore & Andy Smith

GUTT

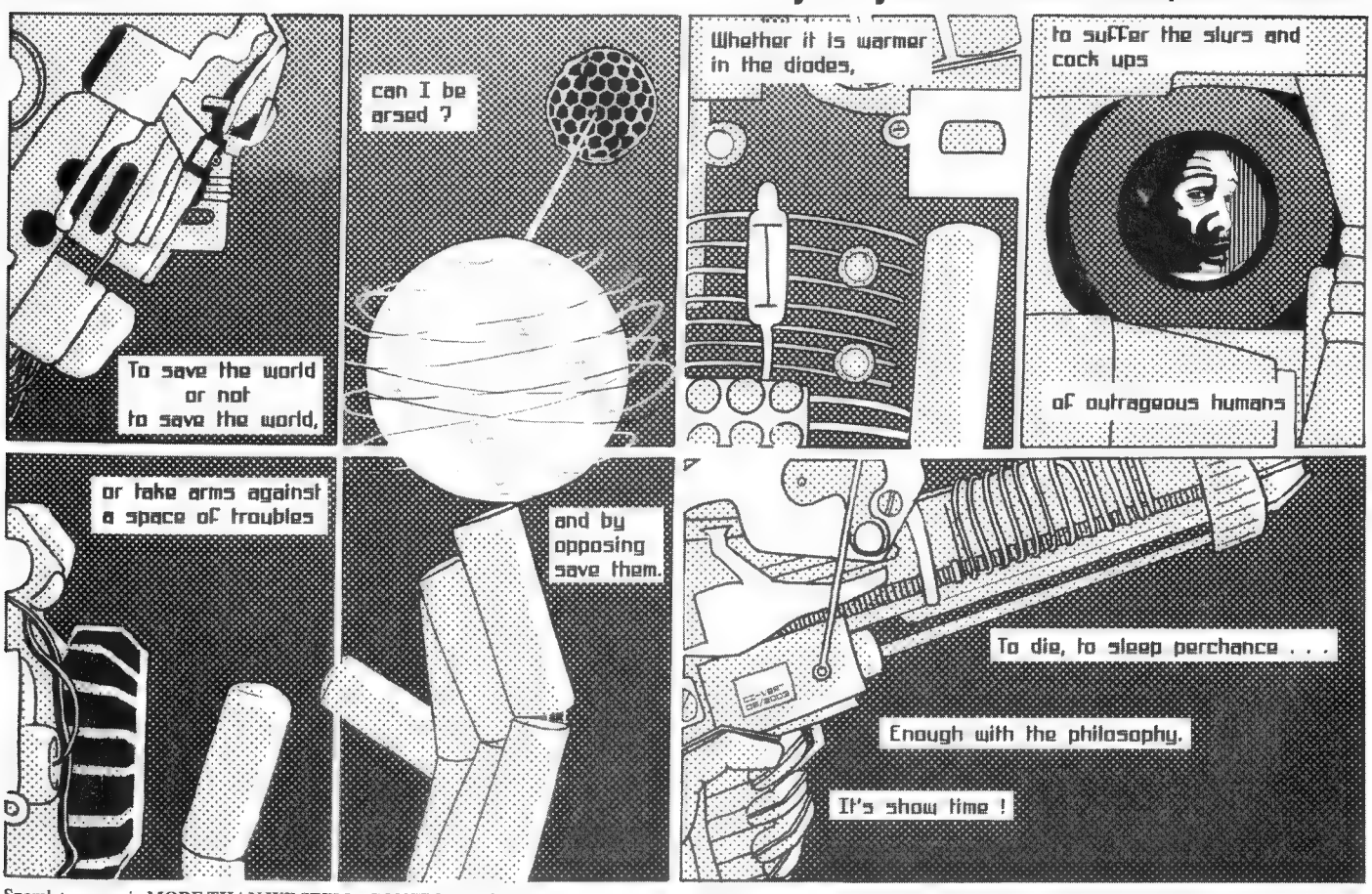
by Andy Mitchell and Andy Waugh

"ALTHOUGH THIS YOUTHFUL-LOOKING 'EVERYMAN' HAS APPEARED IN SOME OF THE 1980s MOST SUCCESSFUL MOVIES HIS OWN STANDING IN THE FILM INDUSTRY HASN'T SIGNIFICANTLY IMPROVED" - Leonard Matlin
HEY JOHNNY 5 REMEMBER WHEN YOU TOOK THAT GUY'S CAR APART AND THEN THE ARMY BLEW YOU UP, BUT IT WASN'T YOU BUT A FAKE YOU THAT YOU BUILT. DO YOU REMEMBER THAT DO YOU HUH HUH?!
MR. GUTTENBERG SIR? CAN WE GO HOME NOW? THE SHORT CIRCUIT SHOOT ENDED BACK IN 1986...
I SAW MY FACE ON A MILK CARTON YESTERDAY.
I'M SORRY JOHNNY FIVE, COCKING THIS GLOCK MADE IT REAL HARD TO HEAR YOU THERE...
NO DIS-ASSEMBLE

THE GUTTEST STORY EVER TOLD is currently available, priced £1.55 (cheques to: A. T. Smith). Write to: There Goes Tokyo at 145 Clydesdale Rd, Byker, Newcastle NE6 2EQ

SPAMLET

by Larry Betts & Dave West/Deva Comics


To save the world or not to save the world,
can I be arsed ?
Whether it is warmer in the diodes,
to suffer the slurs and cock ups
of outrageous humans
or take arms against a space of troubles
and by opposing save them.
To die, to sleep perchance . . .
Enough with the philosophy.
It's show time !

Spamlet appears in **MORE THAN WE SEEM – CONSEQUENCES**. Currently available, priced £2.25 from: Dave West, 2 Mill Lane, Holmes Chapel, Crewe, Cheshire CW4 8AT

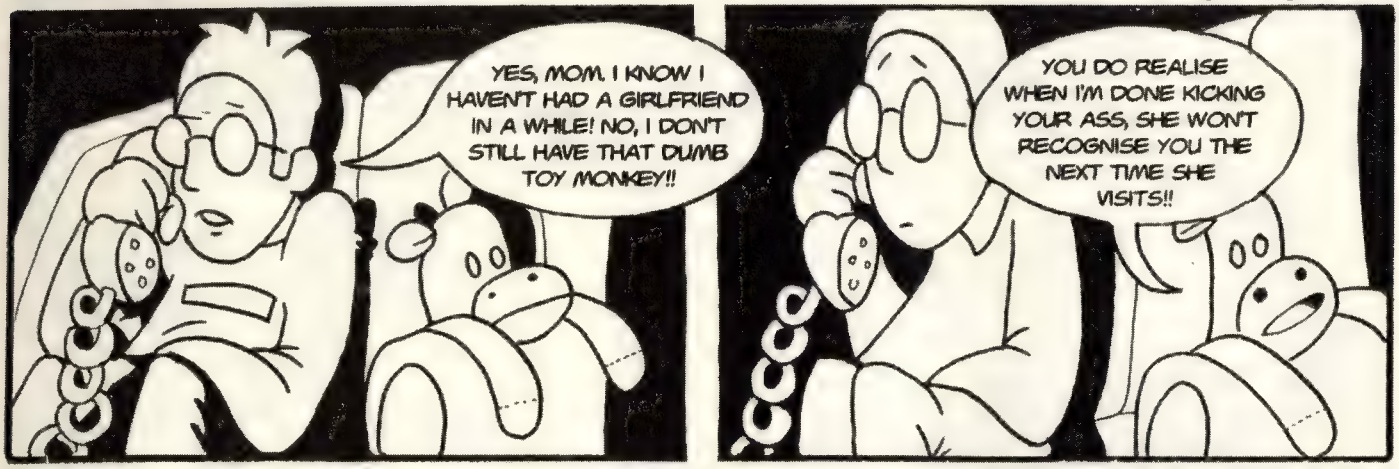
TERRIBLE SUNRISE

Written and drawn by S. Martin

TERRIBLE SUNRISE COMICS is currently available, priced £3.00 inc p&p (cheques to S Martin). Write to: Betsy Heavens Comics, 40 Gloucester St, Newtown, Chester CH1 3HR

THAT THING WITH THE CHIMP

written and drawn by Andy Smith


YES, MOM. I KNOW I HAVEN'T HAD A GIRLFRIEND IN A WHILE! NO, I DON'T STILL HAVE THAT DUMB TOY MONKEY!!
YOU DO REALISE WHEN I'M DONE KICKING YOUR ASS, SHE WON'T RECOGNISE YOU THE NEXT TIME SHE VISITS!!

THAT THING WITH THE CHIMP is currently available for £2.25 inc p&p (cheques to: A. T. Smith). Write to There Goes Tokyo at: 145 Clydesdale Rd, Byker, Newcastle NE6 2EQ

BUNNY OAKLEY

written and drawn by Richard J Smith

HOWDY FOLKS! MY NAME'S BUNNY OAKLEY!
I'M THE SHERIFF OF LACUNA-THAT TOWN OVER THERE.
AND.. WELL.. I WAS HOPING I WOULD'VE THOUGHT OF A JOKE BY NOW.
SORRY.

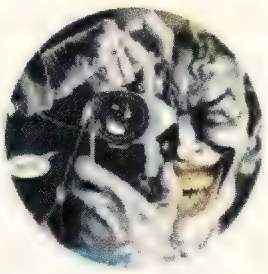
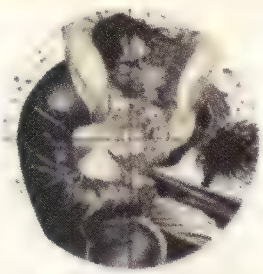
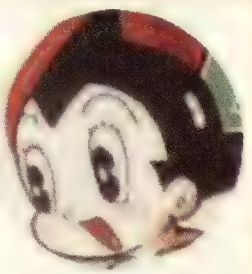
BUNNY OAKLEY is currently available for £1.00 + 25p p&p (cheques to: R. J. Smith). Write to him at: 196 Balby Road, Doncaster, West Yorkshire DN4 ONE

ALL FALL DOWN

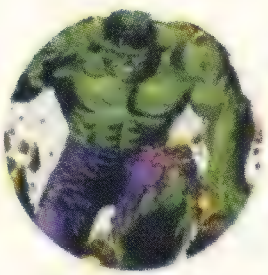
by Trevor & Louise Smith

God I LOVE diamonds! Don't you love diamonds?
Um..
I wish I had every diamond in the world. I'd do anything to get diamonds !!
Anything?
Oh yeah
Just for some diamonds?
No Greg - Not some diamonds....ALL diamonds!!!
Would you EAT all of the diamonds in the world for all of the diamonds in the world?
What??
You just said you would do anything!!
Well.. yeah but-
Would you fire all of the diamonds into space?
I guess I'd..
Would you crawl into the inside of an elephant?
Which end?
You wouldn't know until you were about to do it.
I hate diamonds.

ALL FALL DOWN is currently available for £2.10. Write to: Smallzone, 10 Cleveland Ave, High Ercall, Telford, Shropshire TS6 6AH

PUSH ALL THE RIGHT BUTTONS



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MANCHESTER	**SATURDAY: AUGUST 16th, SEPTEMBER 27th** **NOVEMBER 24th** SACHAS HOTEL, TIB STREET, PICCADILLY, MANCHESTER
NEWCASTLE	**SATURDAY: SEPTEMBER 6th,** **OCTOBER 25th** UNIVERSITY OF NORTHUMBRIA, STUDENTS' UNION BALLROOM, SANDYFORD ROAD, NEWCASTLE-UPON-TYNE
NOTTINGHAM	**SATURDAY: AUGUST 30th, OCTOBER 4th** VICTORIA LEISURE CENTRE, GEDLING STREET, NOTTINGHAM
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Letters

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Engine Comics

Barry Renshaw via e-mail: enginecomics@hotmail.com

BELATED thanks for the mention made in **CI** #159's news section to **The Rough Guide to Self Publishing**. It generated quite a few sales. So much so that we're going back to the printers for another 100 copies.

We recently got *Fanzine of the Month* in the latest **SFX**, with a similar effect, which is quite nice.

At the moment I'm preparing a magazine called **Red Eye** for an October launch. I'm billing it as a sort of **CI** for UK indies, featuring news, reviews and interviews

Finally, some info that might be of interest to Steve F. of Croydon *(Letters* **CI** #161) and Peter Sidebotham from the previous issue, with regard to **The Rise and Fall of the Trigan Empire**. I've recently been in contact with the webmaster of Don Lawrence's official site *(www.donlawrence.nl)* who has informed us of a deluxe **Trigan Empire** edition currently under preparation.

In Holland they have the complete **Trigan Empire** on film, also digitalising all the original art they can find (800+ pages) which will leads to the best printing quality and most complete collection.

In the meantime, older and smaller collected editions like the 1978 Hamlyn reprint along with the 1973 **Look and Learn** copy can be found relatively easy at marts, the latter for around a fiver. Hope this is a help.

Cheers again for your time and support for my own projects.

*Barry sent us a sampler of his new **Red Eye** title recently, and it looks very impressive indeed. Professionally presented, A4 in size, packed with interview tasters for the first issue.*

*Elsewhere, the resurgence in fanzines continues apace, albeit at the opposite extreme to **Red Eye**, as Tony Ingram launches his A5 typewritten chunk of nostalgia, **Comics Retrospective**.*

A photocopied 32-pager, it nevertheless packs in highly readable articles ranging from a look back at the work of comics genius Ken (Faceache) Reid, from his Roger the Dodger and Fudge the Elf days onwards, through to the life of Sam Slade, Robo-Hunter *and an overview of **The Mighty World of Marvel**.*

You should still be able to get a copy for £1.50 from Tony at 3 Lower Harlings, Shotley Gate, Ipswich IP9 1QE. ...Dez

Bristol Fest 1

Chris D. Bowen via e-mail

WHY does **CI** not get more involved in the Bristol comic con? Perhaps you could consider setting up coach and hotel deals for groups travelling from far afield?

And no table at the con either, I noticed...

*You just can't please some people, can you? Kind of defeating the point of having a table (other than a pub table) we gave away a copy of both **Comics International** and our new **Toy Max** in the Festival grab-bag, so everybody would get copies.*

I personally spent about five hours over the weekend, alongside our news editor Mike Conroy for half of it, hosting the two-part charity art auction and wheedling over £5,000 out of an unsuspecting audience, unsuspecting in that they didn't know how low I'd go to get money out of them!

Before they preferred to revert to their own National Comic Awards, we even shelled out almost a grand to hold the Eagle Awards at Bristol a few years back.

This year we intended to sponsor getting the local pub, The Reckless Engineer, to open its doors for the first weekend in nine years. Fortunately, they opened anyway without us having to bribe the Festival into getting them to do so.

Setting up coach deals is an excellent idea though, one from old I seem to recall. But both that and decent discounts on block booking hotel rooms is really down to the event organisers, it's their show, not ours!

Bristol Fest 2

David Knight via e-mail

NICE to see you guys at Bristol, sorry I didn't have time to stop and chat!

I had to get a train back to Cardiff by 5 o'clock, and by then I'd seen the Unfunny X-Men play, heard some of the story ideas pitched to the editors of **2000 AD**, and spent all my money on comics, so there was no point in hanging around.

Next year I'll hopefully be fronting some self-published rubbish there, so I'm looking forward to that!

See, this self-publishing bug is biting everybody!

Whither the Wasp?

Mike Conroy via e-mail: Somewhere close to the Edge

WOULD I miss the winsome one?

I'm glad Steve F *(Letters*, **CI** #161) enjoyed reading my **500 Great Comicbook Action Heroes** but I suggest he check out page 100 if he wants to read about the Wasp.

She's where I think most people would expect to find her – alongside Hank Pym, with whose story hers is inextricably linked.

Shipping problems

John Miller
Wester Hailes, Edinburgh

A COUPLE of comics shops tell me that they can't get copies of the final issue of the **Killraven** miniseries (#6) which I've been reading, and that only a few copies have reached the UK.

I've heard the comics shop expression 'didn't ship' a few times now and was wondering if this was a regular occurence?

More often than not "Didn't Ship" is a euphemism for "We underordered" or "We didn't rate it, so we didn't get any".

However, there have been a frighteningly high number of entire issues which have gone astray over the years. But then, this can be balanced out by the UK sometimes receiving copies of titles meant to be recalled and pulped. You win some...

Friendly retaliation

Darren Clarke via e-mail: clarkecomics@hotmail.com

I HAD a comment called "What Makes A Villain?" printed in **CI** #159 which basically outlined what qualities successful comicbook villains needed to survive and stay current in this world of ever-changing evil. In #160 I read with interest a letter by Julian Dass and after reading his comments I felt I had to respond.

I appreciate that by submitting my comments for print, I am setting myself up as a target for criticism, which is perfectly fair, but in this instance I would suggest that Mr Dass go back and reread my article.

But, to save him the job, I have taken the excerpt that he included in his letter from my piece describing the X-Men's arch nemesis, Magneto: *'a misguided zealot who is willing to solve what he thinks are his entire race's problems, by wiping out what he feels is their greatest threat, ie: humankind. He speaks for his entire race, not out of some evil, twisted plan but because no matter what anyone says, he believes he is right.'*

Dass proceeds to say how much he disagrees with my interpretation of Magneto and how I am not giving Magneto his 'evil' dues by just calling him a 'misguided zealot'. He then likens Magneto to Adolf Hitler, a common mistake

Mike Kazybrid's COMIC CUTS

Script by Paul Kristian

WELL, DID YOU MANAGE TO GET YOUR WHOLE COMIC COLLECTION SLABBED?
OH, YEAH. DON'T REMIND ME - COST ME A FORTUNE!
MART
BAR
CRISP
CRISP
CRISPS
I THOUGHT YOU SAID YOU COULD GET THEM SLABBED IN BULK AT A DISCOUNT RATE?
FAN
OH I DID, BUT MY COLLECTION NOW TAKES UP SO MUCH EXTRA ROOM I HAD TO BUY A BIGGER HOUSE!

Send your script ideas to the above address and you receive the original art if yours is published.

Please note: All scripts are submitted on the understanding they become the copyright property of Kazybrid, Skinn and Comics International.

made by many people not fully understanding how Magneto's mind works and it is this that I take issue with.

After reading Dass's letter several times to get to the heart of what he was saying, and wanted to point out to him that no matter how evil he may be, Magneto is not walking the same path that Hitler did. Stan Lee, Len Wein and Chris Claremont would be spitting feathers if Magneto was perceived as just a textbook evil Hitler-clone. All those subtle nuances, moralistic speeches, flashbacks and character developments made to Eric Lensherr's character over the last 15 years or so have obviously been wasted on Mr Dass.

The differences between Lensherr and Hitler are many, but to pluck a few: Eric Lensherr was a victim of the Nazi concentration camps – it is his experience of the way that Jews were treated then that makes him protective of his race of mutants now, in order to stop history repeating itself with mutants outcast as Jews were. Magneto thinks that sooner or later mutants will end up in concentration camps or being hunted down by humans, and from the angle of many an X-Men story as well as both *X-Men* movies have testified, he may indeed be proved right.

The prejudice and fear that is generated by humanity itself is often viewed as the X-Men's greatest threat to survival (as intended by Stan Lee himself since 1963). For example, the Sentinel robots were created by humans to hunt and destroy mutants, *Friends of Humanity* are religious nuts claiming that mutants are an insult against God, *The Right* were highly financed and influential business men, etc and in *X-Men 2*, it is humans who drive the destruction of mutants.

When Bryan Singer first brought Magneto and Xavier to the big screen he likened them to Malcolm X and Martin Luther King. Both of them fighting for the rights of their people, yet with decidedly different ways of doing so. All in all I can understand Magneto's standpoint, if not the way he goes about things. This is not the same as Hitler's insane quest to cleanse the earth of Jews and procure a master race. As far as I am aware Hitler did not invade Poland in order to protect the sanctity of his own race, who just wanted to be left alone and who were hunted and pursued by the rest of the world, as Magneto does.

I do understand that Magneto is supposed to be a bad guy, but the whole point of the X-Men's battle with Magneto is the fact that you do empathise and sympathise with his intolerance to humankind, and this is precisely why the lines between Xavier and Magneto blur from time to time. Even Xavier's staunchest supporters question whether Magneto's way is better sometimes.

Indeed, as the X-Men adapt to the attitudes and atmospheres around them, sooner or later they may find that their ideals run more in line with Magneto's than Xavier's approach. That did not happen with Hitler as far as the history books record. No-one was confused as to which side of the fence to sit on during WWII. Magneto is a sympathetic character; Hitler was not. Surely evil must be measured by the motivations behind it, as well as the act of evil itself. Therein lies the difference.

I hope Mr Dass will realise that I was not condoning Magneto's evil side, merely grouping him with classic villains such as Doctor Doom and also describing in brief the duality behind his evil and the reasons for his longevity. And I also appreciate that Dass's letter was indeed making comments on 'evil' and society's interpretations of evil but I believe his point could have been made another way.

Thanks for letting me have my say once more!

Alice and stuff...

David Robinson, Peterborough

A few comments on **CI** #160: **Alice in Sunderland** is a funny title *(Networks* on Bryan Talbot's new project), but it's an inadvertent swipe from a forgotten Shadows B-side of the early Sixties.

Hank Marvin and chums had a tendency to lend wacky titles to their lesser tracks, including *Genie with the Light Brown Lamp, Stars Fell on Stockton* and *I Wish That I Could Shimmy Like My Sister Arthur* (in those days before trans-sexuality had been 'invented').

Your competition for *Comic Cuts* scripts is a good idea, but why does Paul Kristian seem to win every month?

Speaking more generally, I've noticed that *Beryl the Peril* currently has more than one incarnation. The so-named **Funday Times** comic supplement shows the Peril (possibly reprints) closer to the David Law **Topper** original, while **The Dandy** carries a more spikey, seemingly Nipponese-influenced version (which surely can't really appeal to the current **Dandy** audience age range?).

I'm sure readers can think of other examples of concurrent showings of separately derived versions for the same character/s. *(Friends* doesn't count.)

Keep up the good work. **CI** is still the only mag I make a point of buying every month (since DC sends me **MAD** as a comp).

Comic Cuts: We did have a few different winners during the first two years of running Mike Kazybrid's strip, but Paul Kristian sent us no less than 200 gags, handwritten in a small journalist-style notepad. An obvious undiscovered talent, Paul's worst gags were still far better than almost any others we have received. But that doesn't make it a closed shop and we happily invite some competition for our resident gag-master.

Moore's Nightjar

David Lloyd via e-mail

FIRSTLY, a nice piece on Leo Baxendale's forthcoming show.

Secondly, I wanted to contest the report last issue that *Nightjar* would have been Alan Moore's first published horror story because, in my humble opinion, such a thing had already appeared under Dez's auspices in **Doctor Who Weekly** in August '80.

It was a four-part back-up strip called *Business as Usual* featuring those deadly mechanical monsters the Autons. It had a giant, pulsating alien brain in a vat of goo, plus tiny, indomitable killer dolls and a Terminator-like, unstoppable robot shedding its melting plastic skin as it marched, determinedly, from the searing flames of a burning laboratory towards its doomed prey.

If that ain't a horror story, I don't know what is. Great classic pulp stuff – and I drew it.

Think I'll put the eight original art boards on eBay soon, as a set and see who else appreciates it apart from me.

Pages missing; vg-

Bryan Cooper via e-mail: bjc2001@hotmail.com

I HAVE a question regarding **CI** #161: I'm a regular subscriber in Canada and have just received the August issue but I'm missing pages 1-10 and 51 onwards.

Is this a problem with all copies, or do I just have a bad one? Should I send my copy back to you for replacement?

Not a scarce variant, nor a deliberate ploy to make people buy two copies, but we have had the odd blip recently in the printer's finishing department. Naturally we zapped a replacement across to Canada for Bryan and if anybody else has received a dodgy one, let us know.

We're promised it won't happen again.

Salacious images

Alex Thompson via e-mail

If the *Movers & Shakers* team is after some salacious images, they might want to check out the cover of this month's **Observer Food Monthly** magazine. Is that really Elektra modelling on the cover in her distinctive red bandana?

Also, if you thought the recent **Thundercats** comics were risqué, check out new artist Brett Booth's commissioned sketches... now you know why Tigra and Wilykit wear bikinis. (I came across these in all innocence, honest.)

Cleaning up their act

Louise Powell via e-mail, Telford

WHEN I first met my husband he hadn't bought any comics or graphic novels for some years and I was quite keen to get him back into them. However, the idea of going into a comic shop felt about as comfortable as going into a porn shop.

I knew some of the bigger bookstores stocked comics and I went along to ask for some advice as I hadn't read a comic since **Twinkle** and my *Rupert* annuals.

I found a couple of *Sandman* books, which I had heard my husband mention and asked the assistant if it mattered that he hadn't read any of the other books or if they were part of an ongoing story. The assistant assured me that the books "stood alone" and that they would be fine. As it turned out they were the final two books in a series of ten.

Despite this minor setback, my husband did get back into reading and buying comics and set up a standing order with the shop nearest shop to us. It wasn't long before they started missing issues and didn't seem bothered about it.

So he moved his order to Birmingham but the same thing soon happened again. I also found it particularly disturbing to see fetish porn magazines on shelves next to Simpsons toys – especially as we were shopping as a family with our young daughter.

On a weekend trip a few years ago it was incredibly refreshing to find a shop that treated comics as valid pieces of literature, not something more suited to being sold in secret in a brown paper bag. That shop was Page 45.

It was such a change to browse, while my husband looked for comics, in a clean, well-lit bookshop without the fear of our 11-year old daughter picking up something inappropriate, rather than shadowing him in a dirty ill-lit space in the seedy atmosphere that these places usually have.

My husband set up a standing order soon after our visit and he hasn't missed any issues yet!

Last year I again wanted to buy him some comicbooks for his birthday, although I still had no idea what to buy. After my previous bad advice I decided I wouldn't get them from a bookshop, so I phoned Page 45.

They checked what he had on his standing order, asked a few questions and recommended some titles. He was delighted with the choices, thanks to the knowledge and enthusiasm of the staff.

That the shop's Stephen Holland is now writing a column for **CI** can only strengthen the magazine and the industry as hopefully more shops will adopt his approach to retail.

W(h)ither Tripwire?

Mark Badham-Moore via e-mail

I FINALLY find a newsagent selling **Tripwire**, then the next issue doesn't come out...

Do you know if publisher Joel Meadows is having problems, or what is going on? He doesn't seem to be answering his e-mails.

Rumours of disappointing sales coupled with mid-management distributor buyouts abound, although Joel is said to be more enthusiastic since his return from San Diego. Whatever the truth, stay tuned...

Directory

An at-a-glance reference guide to everything that counts in comics

Internet Listings

Comics creators

Jessica Abel ..... www.artbabe.com
Neal Adams ..... www.nealadams.com
Kyle Baker ..... www.kylebaker.com
Leo Baxendale ..... www.reaper.co.uk/main.htm
Brian Bolland Art ..... www.velouria.com/Bolland
Mark Bright ..... www.mdbright.com
Eddie Campbell ..... www.eddiecampbellcomics.com
John Cassaday ..... www.johncassaday.com
Gene Colan ..... www.genecolan.com
Chuck Dixon ..... www.dixonverse.com
Will Eisner ..... www.willeisner.tripod.com
Warren Ellis ..... www.warrenellis.com
Phil Foglio ..... www.studiofoglio.com
Jon Haward ..... www.jonhawardart.com
Jeff Jones ..... www.jeffreyjones.com
Bob Layton ..... www.boblayton.com
Joseph Michael Linsner ..... www.linsner.com
Tom Lyle ..... www.tomlyle.com
Scott McCloud ..... www.scottmcloud.com
Grant Morrison ..... www.grant-morrison.com
Alex Ross Art ..... www.alexrossart.com
Dave Stevens ..... www.davestevens.com
William Stout ..... www.williamstout.com
Bryan Talbot ..... www.bryan-talbot.com
Barry Windsor-Smith .. www.barrywindsor-smith.com
Bernie Wrightson ..... www.berniewrightson.com

Comics publishers

Abstract Studios ..... www.strangersinparadise.com
AC Comics ..... www.accomics.com
Acclaim ..... www.acclaim.com/comics
AiT/Planet Lar ..... www.astronautsintrouble.com
Antarctic Press ..... www.antarctic-press.com
Archie Comic Publications . www.archiecomics.com
Caliber Comics ..... www.calibercomics.com
Cartoon Books ..... www.boneville.com
Chaos! ..... www.chaoscomics.com
Cool Beans World ..... www.coolbeansworld.com
Com.X ..... www.comxcomics.com
CrossGeneration Comics ..... www.crossgen.com
Crusade Entertainment ..... www.shiweb.com
Dark Horse ..... www.darkhorse.com
DC Comics ..... www.dccomics.com
Drawn and Quarterly ... www.drawnandquarterly.com
Dynamic Forces ..... www.dynamicforces.com
Fantagraphics ..... www.fantagraphics.com
Harris Comics ..... www.vampirella.com
Heavy Metal ..... www.heavymetal.com
Knockabout Comics ..... www.knockabout.com
Marvel Comics ..... www.marvel.com
Northern Lightz ..... www.northernlightz.com
Oni Press ..... www.onipress.com
Quality/Warrior ..... www.comicsinternational.com
Sirius Entertainment . www.sirius.choiceoneonline.com
Todd McFarlane Productions .... www.spawn.com
Top Cow Comics ..... www.topcow.com
TwoMorrows ..... www.twomorrows.com
2000 AD www.2000ADonline.com
Viz (USA) ..... www.viz.com
Viz (UK) ..... www.viz.co.uk
WildStorm Comics ..... www.wildstorm.com

Manga and anime

AD Vision ..... www.advfilms.com
MVM ..... www.mvm-uk.co.uk

Downloadable software

PanelSys ..... www.panelsys.com

On-line auctions

Amazon ..... www.amazon.com

COMIC BOOK POSTAL AUCTIONS
Ten successful years specialising in Golden & Silver Age, artwork and vintage UK comics
..... www.compalcomics.com

eBay ..... www.ebay.co.uk
Heritage Comic Auctions . www.heritagecomics.com
Mile High Comics ..... www.milehighcomics.com
Yahoo Auctions ..... auctions.yahoo.com

Festivals and fairs

Amadora Comics Festival ..... www.bdamadora.com
Angouleme BD (France) .... www.bdangouleme.com
Comic-Con International (San Diego, USA)
..... www.comic-con.org

COMICS 2003 (England)
THE UK'S OFFICIAL COMICS FESTIVAL
Commonwealth Museum, Bristol: 31/5-2/6
.....www.sitsvac.org

Lucca Comics (Italy) ..... www.comune.lucca.it
Megacon (Florida, USA) .. www.megaconvention.com

MEMORABILIA (Scotland & England)
BIRMINGHAM NEC, GLASGOW SECC & LONDON
THE UK'S BIGGEST FANTASY FAIRS
.....www.memorabilia.co.uk

Raptus International Comics Festival (Norway)
..... www.raptus.no
Scottish Comic, Card & Collectables Fair
..... e-mail:marts@ redhotcomics.demon.co.uk
Wizard World (Chicago, USA) www.wizarduniverse.com

New and back issue dealers

Ace Comics ..... www.acecomics.net
Avalon Comics ..... www.avaloncomics.co.uk
Black Dog Comics ..... www.blackdog-comics.com

CHAOS CITY COMICS
AWARD-WINNING SITE. HIGH GRADE SILVER AGE ITEMS & DAVE GIBBONS ORIGINAL ART
..... www.chaoscitycomics.com

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Comics 24-7.co.uk www.comics247.co.uk
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..... www.megacitycomics.co.uk

Mighty World of Comicana ... www.comicana.com

OBSCURE COMICS
FOR THOSE COMICS THAT YOU CAN'T FIND ANYWHERE. CHEAP TOO!
..... www.obscurecomics.com

Online Comic Shop ..... www.onlinecomicshop.com

QUICKSILVER COMICS
THE SPECIALIST SILVER AND BRONZE AGE SITE. OVER 100,000 ITEMS LISTED, ALL WITH COVER IMAGES.. www.qscomics.com

SILVER ACRE COMICS
OVER 900,000 COMICS IN STOCK, 110,000 DIFFERENT ITEMS LISTED ONLINE
.....www.silveracre.com

Speeding Bullet .... www.speedingbulletcomics.co.uk
Whatever Comics ..... www.whatevercomics.com

On-line comics companies:

*By popular demand, **CI** now runs an at-a-glance overview of the major sites for on-line comics collectors and creators. Have your company listed for only £5 (US $8) a month. Bookable in 6-issue blocks, companies wishing to be included should send £30 or US $40 (UK: please add £5.25 to cover VAT) with trading name and website address.*

♦ Major companies requiring bold and boxed entries should send £60 + £10.50 VAT per 6-issue series, US $80 (£10/$16 per issue) and may add three lines of descriptive copy. Cheques and international money orders should be made payable to Comics International and sent to:
Internet Listings, Comics International, 345 Ditchling Rd, Brighton BN1 6JJ
Alternatively, payment can be made by credit card, fax: 0(11 44) 1273 566 333 or e-mail details to: Listings@comicsinternational.com

Retail Index: UK

Key to the abbreviations used:

imp = air imported new issues
back = back issues stocked
gn = graphic novels
tpbk = trade paperbacks
STO = standing order service (new comics reserved)
s-p = small press and fanzines
ind = independent comics
u/g = underground comix
prl = peripherals/supplies
RPG = role playing games
CCG = customisable card games
merch = trading cards, videos, t-shirts, posters, etc

Sorry, no websites, this is a shop guide

When telephoning from outside the UK, drop the first 0 and replace with: 01144 (USA); 0044 (mainland Europe & Eire); 001144 (Australasia).

Central London

Avalon Comics, 143 Lavender Hill, Battersea, London SW11 5QJ. Mon-Thurs 10-5.45; Fri 10-6.30; Sat 9.30-5.30; Sun 11-3.30 (imp, back, gn, tpbk, STO, ind, prl, CCG, merch) 02079243609

Book & Comic Exchange, 14 Pembridge Road, Notting Hill Gate, London W11. Mon-Sun 10-8. Nothing legal refused! (back, ind, u/g) 02072298420

Comic Showcase 63 Charing Cross Road, London WC2H 0NE. Sun-Wed 10-7; Thurs-Fri 10-8; Sat 9.30-8 (imp, back, s-p, ind, u/g, merch, cartoon books, original art) 02074344349

Forbidden Planet Superstore, 71-75 New Oxford Street, London WC1A 1DG. Mon-Wed/Sat 10-6; Thurs-Fri 10-7 (imp, back, gn, STO, s-p, ind, RPG, CCG, merch, film/TV, sci-fi, fantasy, books, video, games, mags, kits, toys) 02074203666

Gosh!, 39 Great Russell Street, London WC1B 3PH (opposite British Museum). Mon-Sun 10-6; (Thurs-Fri to 7) (imp, back, STO, ind, u/g, merch, foreign, largest range newspaper strip compilations in UK) 02076361011

Mega-City Comics, 18 Inverness Street, Camden Town, London NW1 7HJ. Mon-Sun 10-6; (Thurs-Fri to 7) (imp, back, STO, s-p, ind, u/g, merch, film/TV, fantasy/horror, body art, subculture) 02074859320

Mighty World of Comicana, 237 Shaftsbury Avenue, London WC2H 8EH. Mon-Wed 10.30-6.30; Thurs-Sat 10-7; Sun 10-4 (imp, back, STO, ind, merch, film/TV/fantasy) 02078365630

Orbital, 9 Old Compton Street, London W1. Mon-Sat 10.30-7; Sun 11-5 (imp, back, gn, STO, manga, toys, Star Wars) 02074349363

Outer London

A Place in Space, 101 Church Street, Croydon, Surrey CR0 1RN. Mon-Sat 9.30-5.30 (imp, back, STO, ind, RPG, CCG, prl, merch, sci-fi, original art) 02086862400

Ashcan Ltd, 3 Eagle Star House, 299-301 High Street, Sutton, Surrey SM1 1LG. Tues-Wed/Fri 12-5, Thurs 9-6; Sat 10-5 (imp, back, STO, ind, merch) 02087703815

Atomic Comics, 1112 High Road, Chadwell Heath, Romford, Essex RM6 4AH. Mon-Tues 10.30-5.30; Wed 1-5.30; Thurs 10.30-6; Fri 10.30-6.30; Sat 10-6 (imp, back, gn, tpbk, STO, ind, u/g, prl, RPG, CCG, merch, film/TV, art books, Games Workshop, toys, kits) 02085978547

Calamity Comics, 160 Station Road, Harrow, Middlesex HA1 2HR. Mon-Wed 10-6, (Thurs-Fri to 7); Sat 9.30-6 (imp, back, STO, s-p, ind, u/g, RPG, merch, fantasy film/TV, books, videos) 02084273831

Epic Heroes, 21/23 Station Road, Edgware, Middlesex HA8 7JE. Mon-Sat 10-6. (imp, back, gn, tpbk, STO, RPG, CCG, merch, toys, posters, Transformers)

Forbidden Planet, 175 North End, Croydon CR0 1TP. Mon-Fri 10-6; (Thurs to 7); Sat 9.30-6. (back, gn, tpbk, STO, ind, u/g, CCG, merch) 02086887190

Into the Void, 262 Streatham High Road, Streatham SW16 1HS. Mon-Sat 9.30-7; Sun 11-3. (imp, back, STO, merch, toys) 02086777037

Krypton Komics, 252 High Road, Tottenham, London N15 4AJ (next to Tesco) Mon-Fri 10.30-6; Sat 10-6 Nearest Tube: Seven Sisters Road. (imp, back, STO, s-p, ind) 02088015378 fax: 83763174

They Walk Among Us, 26 Red Lion Street, Richmond, Surrey TW9 1RW. Mon-Sat 9.30-5.30 (Thurs to 6); Sun 11-4 (imp, back, STO, ind, u/g, merch, fantasy/sci-fi/horror, subculture) tel/fax: 020 8948 8476

30th Century Comics, 18 Lower Richmond Road, London SW15 1JP. Mon-Wed 10.30-6; Thurs-Fri 10.30-7; Sat 10.30-6; Sun 11-5 (imp, back, STO, ind, u/g, merch, Gold/Silver/Bronze Age specialists, British comics/annuals, books) 02087882052

South East

Ace Comics, 63/64 High Street, Colchester, Essex. Mon-Sat 10-5.30 (imp, back, STO, s-p, ind, u/g, RPG, merch) 01206561912

The American Comic Shop, 1 Church Street, Chatham, Kent ME4 4BS (off High Street). Mon-Fri 10-5.30 (Tues until 5); Sat 9-5.30. (imp, back, gn, tpbk, STO, ind, prl, action figures) 01634817410

Calamity Comics 2, 90 Queens Road, The Broadway, Watford WD1 2LA. Mon-Tues 10-5.30; Thurs/Fri 10-7; Sat 9.30-5.30 (imp, back, STO, s-p, ind, u/g, RPG, merch, fantasy film/TV, books, videos) 01923249293

Cartoon Shop, 19 East Square, Basildon, Essex SS14 1HT. Mon-Sat 10-6 (imp, back, STO, s-p, ind, RPG, merch) 01268534194

Central City Comics, 4 Eagle Street, Ipswich, Suffolk IP4 1JB. Mon-Sat 10-6 (imp, back, STO, s-p, ind, u/g, merch, foreign) 01473233017

Chaos City, 20 Heritage Close, (off High Street), St Albans, Herts AL3 4EB. Mon-Thurs 10-5.30; Fri 10-7.30; Sat 9-5.30; Sun 12-4 (imp, back, gn, tpbk, STO, ind, prl, RPG, CCG, merch) 01727838719

Comic Showcase, 19-20 St Clements Street, Oxford OX4 1AB. Mon-Sat 10-6 (imp, back, STO, s-p, ind, u/g, merch) 01865723680

Comics Unlimited, Unit 11, The Arcade, Letchworth, Herts. Mon-Sat 9-5.30 (closed Wed) (imp, back, STO, RPG, CCG, merch, videos, Games W/shop) 01462480018

Comix-shop.co.uk, 7a High Street, Maidenhead SL6 1JN. Mon-Sat 10-6 (imp, back, STO, tpbk, gn, merch, CCG, toys) 01628777998

David's Comic Shop, 5 Sydney Street, Brighton, Sussex BN1 4EN. Mon-Sat 9.30-5.45; Sun 11-4 (imp, back, STO, ind, u/g) 01273691012

Daydream Nation Trading Cards at Hive, 6 Kensington Gardens, Brighton BN1 4AL. Mon-Sat 10-6 (CCGs, cards, sports, Ultra-Pro) 01273687877

Forbidden Planet, 60 Burleigh Street, Cambridge CB1 1DJ. Mon-Sat 9.30-6 (imp, back, STO, ind, u/g, CCG, merch, videos, sci-fi/fantasy books, film/TV magazines) 01223301666

Forbidden Planet, 44 The Priory Centre, Dartford, Kent DA1 2HS. Mon-Wed 10.30-5.30; Thurs-Sat 10-5.30 (back, gn, ind, PRG, CCG, merch) 01322224837

Incognito Comic Shop, 1-2 The Friars, Canterbury, Kent CT1 2AS. Mon-Fri 10-5.30; Sat 9-5.30; Sun 11-4 (imp, back, STO, ind, merch, film/TV) tel/fax: 01227 785898

Into the Void, 324-325 Chartwell North, Top Floor, Victoria Plaza, Southend-on-Sea, Essex SS2 5SR. Mon-Sat 9.30-5.30 (imp, back, STO, ind, u/g, merch) 01702613021

Into the Void, 61 Lower Ground Floor, Lakeside Shopping Centre, West Thurrock, Essex RM20 1WT. Mon-Fri 10-10; Sat 9-7.30; Sun 11-5 (imp, back, gn, tpbk, prl, STO, RPG, CCG, merch, art, statues) 01708862675

Off World: The Sci-Fi Store, 142 Market Halls, Arndale Centre, Luton LU1 2TP. Mon-Sat 9.30-5 (imp, STO, s-p, CCG, merch, Star Trek/Wars, sci-fi collectables) 01582736256

Pat's Book & Comic Emporium, 7 Suttons Lane, Hornchurch, Essex RM12 6RD. Mon-Fri 9.30-5.30 (imp, back, gn, tpbk, STO, ind, prl, CCG, merch, trading cards) 07958578989

Phoenix Fantasy, 9 Market Street, Margate, Kent CT9 1EU. Mon-Sat 10-6 (imp, back, STO, ind, RPG, CCG, merch) 01843224768

Slough Computers, 50 Village Shopping Centre, Slough, Berks SL1 1HP. Mon-Sat 9.30-5.30 (imp, STO, ind, cards, second hand computer games) 01753521594

Speeding Bullet Comics, 43 Hermitage Road, Hitchin, Herts SG5 1BY. Mon-Fri 9.30-5.30 (Wed 10-5); Sat 9-5.30 (imp, back, gn, tpbk, s-p, merch, STO, CCG, action figures, original artwork, life-size Spidey mannequin for hire) 01462451117

Time Trek, 46 High Street, Bromley, Kent BR1 1EG. Mon-Wed/Fri 9.30-5.30; Thurs 10-8; Sat 10-5.30; Sun 10-4 (imp, back, ind, gn, merch, STO, CCG, prl, sf TV/film) 02083130677

Whatever Comics, 2 Burgate Lane, Canterbury, Kent CT1 2HH. Mon-Sat 10-5.30 (imp, back, STO, s-p, ind, u/g, merch, kits) 01227453226

Whatever Comics, 5 Middle Row, High Street, Maidstone, Kent ME14 1TF. Mon-Sat 10-5.30 (imp, back, STO, s-p, ind, u/g, merch, model kits) 01622681041

Midlands

Abstract Sprocket, 29 St Benedicts Street, Norwich, Norfolk NR2 4PF. Mon-Sat 10-5 (imp, back, STO, s-p, ind, u/g, merch) 01603624410

Another World, 42/43 Main Centre (opposite Wilkinsons) Derby. Mon-Fri 9.30-5.30, Sat 9-5.30, Sun 12-4 (imp, back, STO, ind, RPG, merch, rock/film/TV memorabilia, computer games) 01332206606

Another World, 23 Silver Street, Leicester LE1 5EU. Mon-Fri 10-5.30, Sat 9-5.30, Sun 12-4 (imp, back, STO, ind, u/g, RPG, merch, foreign, alchemy metalware, rock memorabilia) 01162515266

Another World, 11 Market Street, Nottingham. Mon-Fri 9-5.30, Sat 9.30-5.30, Sun 12-4 (imp, back, STO, s-p, ind, u/g, RPG, merch, foreign, rock memorabilia, alchemy metalware) 01159484122

Another World, 52 Stafford Street, Hanley, Stoke-on-Trent ST1 1JB. Mon-Fri 9.30-5.30, Sat 9-5.30, Sun 12-4 (imp, back, STO, s-p, ind, u/g, RPG, merch, rock memorabilia, alchemy metalware) 01782279294 fax: 202381 Mail Order: 271750

Another World, 23 Victoria Street, Wolverhampton WV1 3NP. Mon-Fri 10-5.30, Sat 9-5.30, Sun 12-4 (imp, back, STO, s-p, ind, u/g, RPG, merch, rock memorabilia, alchemy metalware) 01902717440

Forbidden Planet, 31 Cross Cheaping, Coventry CV1 1HF. Mon-Sat 9.30-6 (Thurs to 7) (imp, back, STO, ind, u/g, RPG, CCG, merch, film/TV) 02476229672

Forbidden Planet (FPI), 129 Middle Walk, Broadmarsh Centre, Nottingham NG1 7LN. Mon-Sat 9-6 (imp, back, STO, s-p, ind, u/g, merch, film/TV) 01159584706

Forbidden Planet Superstore, 38 Priory Queensway, Birmingham B4 7LA. Mon-Sat 9.30-5.30; (Thurs-Fri to 6) (imp, back, gn, STO, ind, RPG, CCG, merch, books, games, mags, kits, toys, videos) 01212363026

Ground Zero, 9 Toothill Lane, Mansfield, Nottinghamshire NG18 1NJ. Mon-Sat 9-5 (imp, back, STO, prl, CCG, merch, toys) 01623622017

Nostalgia & Comics (FPI), 14-16 Smallbrook, Queensway, Birmingham. Mon-Thurs 9.15-5.45, Fri-Sat 9.15-6 (imp, back, STO, s-p, ind, u/g, merch) 01216430143

Page 45, 9 Market Street, Nottingham NG1 6HY. Mon-Sat 9-6. (imp, back, gn, STO, s-p, ind, u/g, merch, manga) 01159508045

Phoenix Comix, 29 Abington Square, Northampton NN1 4AE. Mon-Sat 9.30-5 (imp, back, STO, ind, merch, RPG, CCG, action figures) 01604602311

Travelling Man, c/o Gamestation, 1st Floor, 6 East Street, Derby DE1. Mon-Sat 9-5 (imp, back, gn, tpbk, STO, prl, RPG, CCG, merch, action figures, fantasy books, film/TV) 01159509231

Travelling Man, c/o Gamestation, 1st Floor, 16 Angel Row, Nottingham NG1 6HL. Mon-Sat 9.30-5.30 (imp, back, STO, ind, RPG, CCG, merch, action figures, miniatures) 01159509231

North West

All-American, 102 Newport Street, Bolton BL3 6AB. Mon-Sat 10-6 (imp, back, gn, STO, merch, Star Wars, WWF, action figures, S/Age, videos, records, CDs) 01204366553

Alpha Omega Comics, 33-35 Library Street, Wigan, Lancs WN1 1NN. Mon-Sat 9.30-5 (imp, back, STO, merch, videos) 07796854644

Forbidden Planet, 92 Bold Street, Liverpool L1 4HY. Mon-Sat 9.30-5.30 (Thurs to 7) (imp, back, STO, ind, u/g, RPG, CCG, merch, film/TV, sci-fi/horror) 01517071491

Forbidden Planet Megastore (FPI), 65 Oldham Street, Piccadilly, Manchester M1 1JR. Mon-Sat 9.30-5.30, Sun 12-5 (2 floors; imp, back, STO, RPG, CCG, merch, books, toys, film and TV tie-ins, manga) 01618394777

Imagination Station, 41 Bank Street, Carlisle, Cumbria CA3 8HJ. Mon-Sat 9.30-5 (imp, back, STO, ind, merch)

Millennium Comics, 4 Church Road, Northwich, Cheshire CW9 5NT. Mon-Tues 10-5; Wed closed; Thurs-Fri 10-5.30; Sat 9-5 (imp, back, STO, s-p, RPG, merch, action figures, toys) 01606 49255

MOVED **Moonwalk Collectables**, Unit 15, Climax Works, Durham Street (off Station Road), North Redditch SK5 6YZ. Mon-Sat 10-6 (back, gn, tpbk, STO, ind, merch, Star Wars & Dr Who specialist, TV/film, British titles) 01614316050

Thunderbooks, 332 Lytham Road, Blackpool FY4 1DW. Mon, Tues, Thurs-Sat (Sun June-Oct inc) 10-5.30; Wed 1-3.30 (imp, back, STO, ind, merch, media collectors' items) 01253348321 fax: 407813

Thunderbooks II, 116 Friargate, Preston, PR1 9EE. Mon-Sat 10-5.30 (imp, back, STO, s-p, ind, RPG, merch) 01772204287

Time Tunnel, 13 Earle Street, Crewe, Cheshire CW1 2BS. Mon and Wed-Sat 9.30-6 (imp, back, STO, merch, film/TV memorabilia, action figures, videos, model kits) 01270215496

Worlds Apart (FPI), 58-60 Lime Street (city centre), Liverpool. Mon-Sat 10-6 (Fri 10-7) (imp, back, STO, ind, merch, film) 01517070839

North East

Books N' Comics, Unit 15, Forbes Building, Linthorpe Road, Middlesbrough, Cleveland TS1 4AW. Mon-Sat 10-5.30 (imp, back, STO, s-p, ind, merch, fantasy and film magazines, Doctor Who/Star Trek) 01642249143

Forbidden Planet (FPI), 30 Eastgate, The Headrow, Leeds LS2 7JL. Mon-Sat 9.30-5.30 (imp, back, LF film books, film/TV mags, posters, toys, kits, trading cards, stills, Star Trek/Doctor Who) 01132426325

Forbidden Planet, 59 Grainger Street, Newcastle NE1 5JE. Mon-Sat 10-6 (imp, back, STO, ind, u/g, merch, film/TV mags, fantasy/sci-fi books, videos) 01912619173

Forbidden Planet (FPI), 41 Dundas Street, Middlesbrough TS1 1HR. Mon-Sat 9.30-5.30 (Thurs until 7) (imp, gn, s-p, STO, ind, u/g, prl, RPG, CCG, merch, video, action figures, film/TV, manga) 01642248889

Forbidden Planet (FPI), 12 Matilda, off the Moor, Sheffield. Mon-Fri 10-5; Sat 9.30-5.30 (imp, back, s-p, ind, u/g, merch, original art, model kits, sci-fi/fantasy books, horror magazines, newspaper strip books) 01142769475

The Last Picture Show, 38-39 The Lanes, The Oasis, Meadowhall Centre, Sheffield S9 1EP. Mon-Thurs 10-8; Fri 10-9; Sat 9-7, Sun 11-5 (imp, back, STO, ind, RPG, CCG, merch, film/TV and rock memorabilia) 01142569604 fax: 255 3399

Millennium Comics, Stall 141, Warrington Indoor Market. Mon-Sat 9-5 (imp, back, STO, s-p, RPG, merch, action figures, toys) 01925575657

Off-World Comics, 200 Park View, Whitley Bay, Tyne & Wear NE26 3QP. Mon-Tues/Thurs 10-5.30 (closed Wed); Fri 10-6; Sat 10-5.30

(imp, back, STO, ind, CCG, merch) 0191 251 2288

Sheffield Space Centre, 33 The Wicker, Sheffield. Mon-Sat 10-5 (Wed closed) (imp, back, STO, s-p, ind, merch, Star Trek) 0114 275 8905

Travelling Man, Unit 8/9, The Corn Exchange, Call Lane, Leeds LS1 7BR. Mon-Thurs 10-5.30, Fri-Sat 9-5.30, Sun 11-5 (imp, back, STO, ind, RPG, CCG, merch, action figures) 0113 242 7227

Travelling Man, 54 Goodramgate, York YO1 2LF. Mon-Sat 10-5.30 (imp, back, STO, ind, RPG, CCG, merch, action figures) 01904 628787

West Country

American Dream Comics, 72 Walcot Street, Bath BA1 5BD. Mon-Fri 10-5, Sat 10-5.30 (imp, back, STO, s-p, ind, u/g, merch, original art, hobby kits, CDs) 01225 424881

Area 51, 143 Gloucester Road, Bristol. Mon-Sat 10-5.30 (imp, back, STO, ind, u/g, RPG, merch, original art) 0117 924 4655

Automattic Comics, Unit 2, 17 Pickwick Road, Corsham SN13 9BQ. Mon-Tues 12-5, (Wed closed), Thurs-Sat 10-6 (imp, back, STO, s-p, ind, u/g, merch) 01249 701647

Collector's Choice, 45 Southgate Street, Gloucester GL1 1TX. Mon-Sat 9-5 (S/Age, British comics/annuals, vintage mags, toys, memorabilia) 01452 410232

Forbidden Planet, 30 Penn Street, Bristol BS1 3AS. Mon-Fri 9.30-5.30 (Thurs to 7), Sat 9.30-6 (imp, back, STO, s-p, ind, u/g, merch, film/TV mags, subculture) 0117 929 8692

Forbidden Planet, 43-45 East Street, Southampton SO14 3HN. Mon-Fri 9.30-5.30 (Thurs to 6), Sat 9.30-6 (imp, back, STO, s-p, ind, u/g, merch, film/TV) 02380 230991 fax: 230996

Ian's Books & Comics, 195a Albert Road, Southsea, Portsmouth PO4 0JP (next to Tesco). Mon-Tues/Thurs-Fri 10.30-5.15 (Wed closed) Sat 10-5.15 (imp, back, tpbk, STO, s-p, prl, toys) 02392 422731

Into the Void, 11 Rodbourne Road, Swindon SN2 2AG. Mon-Sat 9-5 (imp, back, STO, CCG, merch) 01793 434363

Kaboom, 65 High Street, Totnes, Devon TQ10 9PU. (new, back, action figures, t-shirts, board games, RPG, import computer games, mail order) 01803 863049

Kathies Comics, Unit BG29, Broadmead Gallery, The Galleries Shopping Centre, Bristol BS1 3XB. Mon-Wed/Fri-Sat 9-5.30; Thurs 9-6; Sun 11-5.30 (imp, back, gn, tpbk, STO, ind, prl, CCG, merch) 0117 922 1170

Kathies Comics, 20 Market Avenue, Plymouth, PL1 1PH. Mon-Fri 9.30-5.30; Sat 9-5.30 (imp, back, gn, tpbk, STO, ind, prl, CCG, merch) 01752 257800

Paradox Comics, 17 High Street, Poole, Dorset BH15 1AB. Mon-Fri 10.30-5; Sat 10-5 (imp, back, gn, STO, ind, merch, videos) 01202 661346

Purple Haze, 38 Eastlake Walk, Drakes Circus Shopping Centre, Plymouth, Devon PL1 1BX. Mon-Fri 10-5.30, Sat 9-5.30 (imp, back, STO, ind, u/g, merch, film, TV, sci-fi/horror/genre books, videos, Star Trek/Wars, cassettes/CDs) 01752 254136

Wonderworld, 540 Christchurch Road, Boscombe, Bournemouth BH1 4BE. Mon-Sat 9-5.30 (imp, back, STO, ind, CCG, merch, film/TV/media, beanie babies) 01202 394918 or 393613

Wales

Cardiff Fantasy Centre, 1st Floor, Jacobs Market, West Canal Wharf, Cardiff. Sat 9.30-4.30 (imp, back, STO; established over 20 years) 029 206 58184 (eves)

Comix Shoppe, 13 Shoppers Walk, Swansea SA1 3AY. Mon-Fri 10-5, Sat 10-5.30 (imp, back, STO, ind, u/g, RPG, CCG, merch, anime, Games Workshop) 01792 642097

Forbidden Planet (FPI), 5 Duke Street, Cardiff. Mon-Sat 10-5.30 (imp, back, STO, ind, u/g, merch, sci-fi/fantasy/horror books, Star Trek/Wars) 029 202 28885

Negative Zone, Provision Market Gallery, High Street, Newport, Gwent NP9 1DD. Mon-Sat 9.30-5 (imp, back, gn, STO, s-p, ind; established for 11 years) 01633 222159

Scotland

Asylum Books & Games, 29 Adelphi, Aberdeen AB11 5B2. Mon-Sat 10-6 (Mon and Thurs to 8); Sun 12-5 (imp, back, STO, new/second hand RPG, CCG, books, original art) 01224 574637

Black Hole Comic Shop, Unit 3, 5 Victoria Road, Dundee DD1 1ER. Mon-Thurs 10-5; Fri-Sat 10-5.30 (imp, back, STO, ind, second hand records, CDs, videos) 01382 221037

City Centre Comics, 51 Parnie Street, Glasgow G1 5LU. Tues-Sat 10-5 (back) 0141 552 2208

Forbidden Planet (FPI), 12 Schoolhill, Aberdeen AB10 1JX. Mon-Fri 10-6 (Thurs until 7); Sat 9.30-5.30l; Sun 12-5 (imp, gn, STO, s-p, ind, u/g, prl, CCG, merch) 01224 622131

Forbidden Planet (FPI), 40-41 South Bridge, Edinburgh EH1 1LL. Mon-Wed 10-5.30, Thurs 10-6.30; Fri-Sat 10-5.30 Sun 12-5. (imp, STO, s-p, ind, merch, foreign) 0131 558 8226

Forbidden Planet (FPI), 168 Buchanan Street, Glasgow G1 2LW. Mon-Sat 10-5.30, Sun 12-5 (imp, back, STO, s-p, ind, u/g, merch) 0141 331 1215

Justice Comics, Unit 36, The Arcade, Stirling, Fife FK8 1AX. Mon-Sat 10-5 (imp, back, STO, ind, merch) 01786 447687

Kapow!, 28 Allison Street, Govanhill, Glasgow G42 8NN (off Pollokshaws Road). Tues-Sat 11-6 (buy and sell back, gn, ind, mags, videos, DVDs, new and second-hand books, merch) 0141 4241600

Plan 9, 9 Rosemount Viaduct, Aberdeen AB25 1NE. Mon-Sat 10-5 (Thurs to 6), Sun 1-4. (imp, back, STO, ind, RPG, CCG, WWF, merch, sci-fi) tel/fax: 01224 624467

Red Hot Comics, Block D Unit 7, Glenwood Business Park, Glenwood Place, Glasgow G45 9UH. Sat 11.30-6; Sun 12-5 (imp, back, gn, tpbk, STO, ind, prl, CCG, merch) 0141 630 0049

Northern Ireland

Forbidden Planet (FPI), 47 Winetavern Street, Belfast BT1 1JQ Mon-Sat 9.30-5.30 (imp, back, STO, ind, u/g, merch) 028 90438744

Retail Index: USA

When telephoning from outside the USA, include the bracketed 00. Out-of-town US calls begin with the 1 prefix only. The following is a fraction of the estimated 3,000+ US comics stores.

Alabama

Optic Nerve, 1930 12th Avenue South, Birmingham AL 35205 (film, newsstand, ind) (00)1 205 933 2787

Alaska

Bosco's in Spenard, 2606 Spenard Road, Anchorage 99503. Mon-Sat 11-8, Sun 12-6 (new, back, CCG, RPG, cards, anime, merch) (00) 1 907 274 4112

Bosco's Diamond Centre, 800 East Diamond Blvd, Anchorage 99577. Mon-Fri 10-9; Sat 10-6; Sun 12-5 (new, back, CCG, RPG, cards, anime, games, Star Wars/Trek) t/f: (00) 1 907 344 3963

Bosco's in Eagle River, 11432 Business Blvd, Eagle River. Mon-Sat 12-8, Sun 12-5 (new, back, CCG, RPG, cards, merch) t/f: (00) 1 907 696 5166

Arizona

Lost Dutchman, 747 West Camelback Rd, Phoenix, AZ 85013. Mon-Sun 10-7. (new, back) t/f: (00)1 619 278 0371

California

Comickaze, 5525 Clairemont Mesa Blvd, San Diego, CA 62117-2342. Mon-Fri 11-7; Sat 11-6; Sun 12-6 (new, back, CCG, merch) (00)1 858 278 0371

Comix Experience, 305 Divisadero Street, San Francisco, CA 94117. Mon-Sat 11-7; Sun 12-5 (new, back) (00)1 415 863 9258 (f: 9299)

Flying Colors Comics, 2980 Treat Blvd, Concord, CA 94518. Mon-Sat 11-7 (Fri until 8); Sun 12-6 (new, back, ind, cards, merch) (00)1 510 825 5410

Lee's Comics, Inc., 1020-F N Rengstorff Avenue, Mountain View, CA 94043. Mon-Sun 10-9 (new, back: 1930s to date, anime, manga, s-p, adult, merch) (00)1 650 965 1800

Lee's Comics, Inc., 2222 South El Camino Real, San Mateo, CA 94403. Mon-Sun 10-9, (new, back: 1930s to date, anime, manga, adult, s-p, merch) (00)1 650 571 1489

Meltdown Comics & Collectibles, 7522 Sunset Boulevard, Los Angeles, CA 90046 (toys, comics, books) (00)1 323 851 7223

Stand-Up Comics, 10020 San Pablo Ave, El Cerrito, CA 94530. Mon-Fri 11 7; Sat-Sun 11-6 (new, back, cards, anime, CCG, merch) t/f: (00)1 510 525 3344

Third Planet, 3822 Sepulveda Blvd, Torrance, CA 90505. Sun-Thurs 11-8; Fri + Sat 11-9 (new, ind, back, CCG, RPG, GW, sci-fi/fantasy, anime, merch) (00)1 310 791 6227

Hawaii

Gecko Books & Comics, 3613 Waialae Ave, Honolulu, 96816. Mon-Sun 9-9 (new, back, cards, toys, merch) (00)1 808 732 1292 (f: 2188)

Illinois

Comic Kingdom, 5941 W Irving Park Road, Chicago, IL 60634. (new, back) (00)1 773 545 2231

Louisiana

Comic Cosmos, 343 W Esplanade Avenue, Kenner, LA 70065. Mon-Thur 11.30-7, Fri-Sat 11-7.30, Sun 12-5 (new, back, cards, CCG, toys, anime) (00)1 504 286 0039

Crescent City Comics & Cards, 6111 Elysian Fields, New Orleans, LA 70122. Mon-Sat 11-7, Sun 12-6 (new, back, cards, CCG, RPG, anime) (00)1 504 286 0039

More Fun Comics, 8200 Oak St, New Orleans, LA 70118. Tues-Sat 11-7, Sun-Mon 12-6 (new, back, cards, CCG, merch, toys, CDs) (00)1 504 865 1800

Maine

Casablanca Comics, 151 Middle Street, Portland, ME 04101. Mon-Sat 10-9, Sun 12-7 (new, back, cards, CCG, RPG, merch, art) (00)1 207 780 1676

Casablanca Comics, 778 Roosevelt Trail, Windham, ME 04062. Mon-Fri 11-7, Sat 10-6, Sun 12-5 (new, back, CCG, RPG, merch)(00)1 207 892 0056

Massachusetts

Comicopia, 464 Commonwealth Ave, Boston, Massachusetts 02215. Mon-Sun 11-7 (Wed 10-8) (new, merch, CCG, manga, tpbk) (00)1 617 266 4266

Minnesota

Uncle Sven's Comic Shoppe, 1838 St Clair Avenue, Saint Paul MN 55105. Mon-Fri 3-6, Sat 11-4 (new, back, tpbk, gn, videos, action figures, CCG, RPG; est 19 years) (00)1 651 699 3409

New York State

Earthworld Comics, 327 Central Avenue, Albany, NY 12206. Mon-Wed 11-6; Thur-Fri 11-7, Sat 11-6, Sun 12-5 (new, back, ind, manga/anime, cards, merch) (00)1 518 465 5495

Forbidden Planet (FPI associate), 840 Broadway (at 13th St, NY 10003. Mon-Sat 10-10; Sun 12-10. (new, ind, back, RPG, merch, fantasy) (00)1 212 473 1576

Jim Hanley's Universe Ltd, 4 West 33rd Street (opposite Empire State Building), NY 10001. Mon-Sat 9am-11pm; Sun 10-9. (Everything to do with comics) (00)1 212 268 7088

Jim Hanley's Universe Ltd, 325 New Dorp Lane, Staten Island, NY 10306. Mon-Sun; 12-9. (Everything to do with comics) (00)1 718 351 6299

Midtown Comics, 200 West 40th Street, NY 10018 (00)1 212 302-8192

Ohio

The Laughing Ogre, 4258 North High Street, Columbus, Ohio 43214. Mon-Sat 10-9; Sun 12-5 (new, back, cards, merch) (00)1 614 267 6473

Oklahoma

Time Warp, 588 SE Washington Street, Bartlesville, OK 74006 (new, back, cards, games, toys, CDs, sci-fi/fantasy) (00)1 918 335 3373

Pennsylvania

Comic Castle, 17 West Fourth Street, Williamsport, PA 17703 Mon-Sun 10-9 (new, back) (00)1 717 322 8763

Golden Eagle, Berkshire Square, 1159 Berkshire Blvd, Wyoming, PA 19610 (new, back, games, CCG, cards, Star Wars/Trek) (00)1 610 376 8255

Golden Eagle, Fairgrounds Square Mall, Reading, PA 19605 (new, back, games, CCG, cards, Star Wars/Trek) (00)1 610 921 3160

Tennessee

Collector's World, 1511 E Main Street, Murfreesboro TN 37130. Open 7 days a week (new, back, CCG, merch, cards, CDs) (00)1 615 895 1120

Collector's World, Hickory Plaza South Central, 5751 Nolensville Road, Nashville, TN 37211. Open all week (new, back, CCG, merch, cards, CDs) (00)1 615 895 1120

Collector's World, 10820 Kingston Park #10, Knoxville, TN 37922 Open 7 days a week (new, back, CCG, merch, cards, CDs) (00)1 423 675 6830

Collector's World, 4006 Granny White Park, Nashville TN 37204 (new, back, CCG, merch)(00)1 615 385 8136

Texas

Cliff's Comics, 2205 West Berry Street, Fort Worth, TX 76110. (new, back, cards, merch) (00)1 817 927 7172

Collectible Heroes, 502 West Calton Road #307, Laredo, TX 78041. Mon-Wed 2-7.30; Thurs-Sat 11.30-7.30 (new, back, cards, merch) (00)1 956 791 8428

Dragon's Lair Comics & Fantasy, 616 West 34th Street, Austin, TX 78705 (new, back, games, anime, miniatures, prl) (00)1 512 454 2399

Virginia

Thore Comics, 3514 Oaklawn Blvd, Hopewell, VA 23860. Mon-Sat 11-7, (new, back, Silver Age, sci-fi, M:TG, cards, vinyl) (00)1 804 458 9561

Trilogy Shop, 700 E Little Creek Road, Norfolk, VA 23518. Mon-Fri 11-7, Sat 10-7, Sun 12-6 (new, back, merch) (00)1 757 587 2540 (f: 5637)

Wisconsin

Arcade Comics Entertainment, PO Box 301, Germantown, WI 53022. (new, gn, RPG, CCG, merch) (00)1 262 253 9003 (f: 695 8226)

Lost World of Wonders, 6713 West Oklahoma Ave, Milwaukee, WI 53219 (00)1 414 328 4651 (f: 328-1355)

Direct Market Retailers:

***Comics International**'s Retail Index is THE international retail reference source for collectors, creators, publishers and journalists. Through it you can reach over 40,000 dedicated readers each issue for only £6 (US $10) a month! Bookable in 6-issue blocks, retailers wishing to be included should send US $60 or £36 (UK: please add £6.30 to cover VAT @ 17.5%) plus shop information as detailed on previous page to:*

Retail Index, Comics International, 345 Ditchling Road, Brighton BN1 6JJ, England

Cheques and international money orders should be made payable to Comics International. Alternatively, payment can be made by credit card, fax: 0(11 44) 1273 566 333 or e-mail: Listings@comicsinternational.com

The letters **(FPI)** after various entries indicates that the company is part of **Forbidden Planet International Ltd**

Retailers: International

Australia

Arcadia Unbound, 267 Forest Road, Hurstville, NSW 2220. Mon-Fri 10.30-7, Sat 10-4, Sun 12-3 (imp, back, manga, merch, CCG) (0061) 2 9585 1489

Books & Bounties/Comics Haven, 157a Charters Towers Road, Townsville, Queensland 4812. Mon-Sat 9-6 (imp, back, gn, merch, RPG, CCG) (0061) 7 4779 2408

Fan Attic, 1st Floor, 91 Elizabeth Street, Brisbane, Queensland 4002. Mon-Sun 9.30-5.30 (toys, Star Wars, sci-fi collectibles) (0061) 7 3221 1420

Kinda Lotsa Comics and Stuff, Shop 4, 503-511 King Street, Newtown, Sydney, NSW. Mon-Sat 10.30-7.30 (back, toys, merch)(0061) 2 9565 1054

Known Space Books, 1st Floor, 108 Gawler Place, Adelaide, SA 5000. Wed-Sat 12-6 (US/UK back) (0061) 8 8223 4304

Phantom Zone, 23 Anderson Street, Chatswood, NSW 2067. Mon-Fri 9-6, Sat-Sun 9-4 (imp, back, merch, RPG) (0061) 2 9411 3709

Phantom Zone, 198 Mann Street, Gosford, NSW 2250. Mon-Fri 9-6, Sat-Sun 9-4. (imp, back, merch, RPG) (0061) 2 43 25 4599

Phantom Zone, 207 George Street, Liverpool, NSW. Mon-Fri 9-6, Sat-Sun 9-4. (imp, back, merch, RPG) (0061) 2 9601 2622

Phantom Zone, 285 Hunter Street, Newcastle, NSW. 2300. Mon-Fri 9-6, Sat-Sun 9-4. (imp, back, merch, RPG) (0061) 2 4929 5717

Phantom Zone, 101a Argyle Street, Parramatta, NSW 2150 Mon-Fri 9-6; Sat-Sun 9-4 (imp, back, books, merch, RPG) (0061) 2 9891 1848

Phantom Zone, 268 Crown Street, Wollongong, NSW. 2500. Mon-Fri 9-6, Sat-Sun 9-4 (imp, back, gn, merch, RPG) (0061) 2 4228 7393

Austria

Comic Treff, Getreidemarkt 2-4, 1010 Vienna. Mon-Fri 10-7, Sat 10-1 (imp, back, gn, CCG) (0043) 11 586 76 27

Belgium

Forbidden Zone, 25 Rue de Tamines, 1060 Brussels. (3 floors; imp, back, merch, US/French, STO, toys) (0032 2) 534 63 67 (fax 538 24 52)

Canada

Connection MD, 1539 Van Horne Avenue, Montreal, Quebec H2V 1L4. Mon-Sat 11-6 (new, merch, back, CCG) (00)1 514 948 2627

Dragon Lady Comics & Paper Nostalgia, 609 College Street, Toronto, Ontario M6G 1B5. (00)1 416 536 7460

Little Shop of Heroes, 160 Wallace Avenue, South Listowel, Ontario N4W 1X9 (00)1 519 291 2281

Silver Snail Comic Shop, 367 Queen Street West, Toronto M5V 2A4. Mon-Wed 10-6; Thurs-Fri 11-8; Sat 10-6; Sun 12-5 (00)1 416 593 0889

France

Album, 67 boulevard St Germain, 75005 Paris. Mon-Sat 10-8; Sun 12-7 (imp, back, gn) (0033) 53 10 00 60

Album, 6 rue Dante, 75005 Paris. Mon-Sat 10-8; Sun 12-7 (imp, back, gn) (0033) 43 54 67 09

Alpha Omega, 25 rue de la Clef, 59800 Lille. Mon 2.30-7.30, Tue-Sat 10.30-12.30/2.30-7.30 (imp, back, French, merch, trading/gaming cards, toys, RPG, Wars/Trek, B5, L5R) (0033) 320 319 375

Astro City, 22 rue Masurel, 59800 Lille. Mon 3-7.30; Tue-Sat 10-12.30, 2-7.30 (imp, manga, cards, merch, kits) (0033) 320 55 1010

Impact Comics, 64 rue Condorcet, 75009 Paris. Mon-Sat 11-7.30 (imp, back, merch, CCG)(0033) 42 80 30 10

L'Antre des Dragons, 56 rue de Loup, 33000 Bordeaux. Mon-Sat 10-1/2-7 (imp, manga, gn, RPG, CCG, merch) (0033) 55 65 17378

Les Nageurs de Sable, 14 rue Courteline, 37058 Tours. Mon-Sat 11-1/2-7 (imp, back, cards, merch) (0033) 2 47 39 52 40

Pulps, 14 bld Morland, 75004 Paris. Mon-Sat 11-7 (imp, back, RPG) (0033) 1 42 72 55 25

Germany

Black Dog Comics, Rodenberg Strasse 9, 10439 Berlin. Mon-Fri 11-6.30, Sat 11-2 (imp, back, gn, t/cards) (0049) 30 4473 6486

Grober Unfug, Zossenerstrasse 32-33, 10961 Berlin. Mon-Sat 11-7 (imp, back, gn, CCG, merch) (0049) 30 6940 1490

Greece

Metropolis Comics, 94 Metropoleos St, 54622 Thessaloniki. Mon-Sat 10.30-3.30/7.30-11.30 (imp, back, gn, RPG, CCG, merch) (0030) 3 193 7775

Solaris, 6 Botasi Str, 10682, Athens. Mon-Sat 9-3.30/5-8.30 (imp, back, gn, merch) (0030) 1 384 1065

Holland

Henk Lie's Comics & Manga Store, Zeeduk 104, 1012BB Amsterdam. Mon-Sat 11-6; Sun 11-9 (imp, cards, merch, CCG) (0031) 20 421 3688

Hungary

Troll Kepregenyta'r, Terez Krt 13, Budapest 1067. Mon-Fri 10-6, Sat 10-1(imp, manga, gn, RPG, CCG, merch) (0036) 1 322 6026

Irish Republic

Forbidden Planet (FPI), 5-6 Crompton Quay, Dublin 2. Mon-Sat 10-6 (Thurs 10-7); Sun 12-5 (imp, back, ind, merch, u/g, UK, gn, STO) (0035) 3167 10688

Sub-City Comics, 2 Exchequer Street, Dublin 2. (imp, back, gn, tpbk, STO, s-p, ind, u/g, prl, RPG, CCG, merch) (0035) 3167 71902

Sub-City Comics, Unit 10, Level 1, Corbettcourt Centre, Eyre Square, Galway. (imp, back, gn, tpbk, STO, s-p, ind, u/g, prl, RPG, CCG, merch) (0035) 3915 65994

The 3rd Place, Crow Street, Temple Bar, Dublin 2. (imp, back, gn, tpbk, STO, s-p, ind, prl, RPG, CCG, merch) (0035) 3163 36965

Italy

Avalon, via Battisti 9/b, Bologna. Mon 3-7, Tue-Sat 10.30-1/2-7.30 (imp, back, gn, RPG, CCG, merch) (0039) 051 234459

Avalon, via Pedriali 21, Forli. Mon 3-7, Tue-Sat 10-1/2-7 (imp, back, gn, RPG, CCG, merch) (0039) 0543 33523

Avalon, via Settembrini 20, Milan. Mon 3.30-7.30, Tue-Sat 11-7.30 (imp, back, gn, RPG, CCG, merch) (0039) 022 9400410

Avalon, via Foscolo 3, Padova. Mon 3-7, Tue-Sat 10-1/2-7. (imp, back, gn, RPG, CCG, merch)(0039) 049 658290

Avalon, via Bissolati 68, Rome. Mon 3-7, Tue-Sat 10-1/2-7 (imp, back, gn, CCG, cards, merch)

Avalon, via Magenta 0, Torino. Mon 3.30-7, Tue-Sat 10.30-1, 2-7.30 (imp, back, gn, RPG, CCG, merch) (0039) 011 5617252

Forbidden Planet, via Pinerolo 11/15, 00182 Rome (imp, back, gn) (0039) 06 70305702

Il Marchio Giallo, via Deghi Scipioni 116, Rome. Tue-Sat 10.30-1/2-7.30 (imp, back, merch, kits) (0039) 06 361 40 60

La Borsa del Fumetto, via Lecco 16, 20124 Milano. (imp, back, European and RPG, CCG) (0039) 11 5617252

Malaysia

The Mind Shop, Starhill Centre, Jalang Bukit Bintag, Kuala Lumpur. Mon-Sat 11-10 (imp, CCG, RPG, merch) (00603) 241 8871

The Mind Shop, S 58 Bandar Utama, Petaling Jaya. Mon-Sat 11-10 (imp, CCG, RPG, merch) (00603) 719 8246

The Mind Shop, Jin SS21/39, Petaling Jaya. Mon-Sat 11-10 (imp, CCG, RPG, merch) (00603) 717 6602

New Zealand

Heroes For Sale, Level 2, 62 Queen St, Auckland. Mon-Sat 10-7 (imp, back, s-p, merch, ind, u/g)(0064) 9 307 0682

Whitcoulls Corner Branch, 210 Queen Street, Private Bag 92098, Auckland. (imp, back, gn, tpbk, s-p, merch, ind, u/g) (0064) 9 356 5400 (fax: 9 356 5408)

Portugal

BdMania, Rua das Flores 67-71 R/C, 1200 Lisboa. Mon-Sat 11-7.30 (imp, back, CCG, merch) (00351) 21 346 1207

Interzona, Centro Comercial Brasilia, Loja 203, Rua Luis Veaga Lertao 98-120, 6050 Porto. Mon-Sat 11-11 (imp, back, gn, CCG, merch) (00351) 22 609 1460

Mundo Fantasma, Centro Comercial Brasilia, Rua Luis Veiga Leitao, 98/120, 1 Andar-Loja 203, 4050-399 Porto. Mon-Sat 11-11 (US imp, back, gn, CCG, merch) (00351) 22 609 1460

South Africa

Euroniag, Shop 79A, East Rand Mall, Boksburg, Johannesburg. Mon-Sun 9-10 (imp, back, gn, CCG, merch) (0027) 11 896 3773

Zed Bree's Comic Universe, Mediterr-anean Building, 24 Tenth Ave, Edenvale 1610 Gauteng. 9.30-6 (imp, merch, gn, CCG) 002711 453 4215 (fax 453 4459)

Spain

Gigamesh, RDA San Pedro 53, 08010 Barcelona. Mon-Sat 10-1.30/4.30-8 (imp, gn, RPG, CCG, merch) (0034) 3 246 6359

Sweden

Comics Heaven, Stora Nygatan 23, 11127 Stockholm. Mon-Sat 10-6.30 (imp, back, gn, merch)(0046) 8 202516

Switzerland

Analph Comicladen Strassburgstr, 10 PO Box 1030, 8004 Zürich. (0041) 1 2419695 fax 1 2403442

The letters **(FPI)** after entries indicate that the company is part of **Forbidden Planet International Ltd**

International Festivals

A listing of the world's major comics festivals and conventions. For further information, call the organisers on the phone, fax or e-mail numbers provided. To view updates, contact them on their websites. Organisers' estimates of their previous year's attendance is given in brackets.

August 8-10: United States

WIZARD WORLD CHICAGO CON 2003. (2001 est: 35,000) Organisers: Wizard World Chicago, 151 Wells Avenue, Congers, NY 10920-2064. Tel: 001 608 226 0200. Website: www.wizarduniverse.com

August 22-24: Canada

CANADIAN NATIONAL EXPO '03, Metro Toronto Convention Center, Toronto, Ontario. (2002 attendance: 15,000) E-mail: info@hobbystars.com

August 23-24: Scotland

MEMORABILIA '03, The SECC, Glasgow. (2002 attendance: 7,342) Organisers: Made in Heaven, 1 Star St, Moffat, Dumfriesshire DG10 9DR. Tel: 01683 220787 fax: 01683 220798. Website: www.memorabilia.co.uk

August 29-Sept 1: United States

DRAGON*CON 2003, Atlanta, Georgia. (2002: 20,000). Organisers: Dragon*Con, PO Box 16459, Atlanta, GA 30321-9998. Tel: 001 770 909 0115 fax: 001 770 909 0112. E-mail: dragoncon@dragoncon.org Website: www.dragoncon.org

September 12-14: Norway

RAPTUS INTERNATIONAL COMICS FESTIVAL. (2002: 5,000). Organisers: Raptus Bergen Comics Festival, PO Box 768, Central 5807 Bergen, Norway. Tel/fax: 0047 55 32 88 55. E-mail: awa@hib.no Website: www.raptus.no

October 11-12: Belgium

FACTS 2003, ICC Citadelpark, 9000 Gent. (2002 est: 3,000). Organisers: Forbidden Zone, 25 Rue de Tamines, 1060 Brussels, Belgium. Tel: 0032 2 534 63 67 fax 0032 2 538 24 52. Website: www.facts-convention.com

October: Poland

THE 14TH INTERNATIONAL FESTIVAL OF COMICS. Organisers: Lodzki Dom Kultury, ul. Traugutta 18, 90-113 Lodz, Poland. Tel: 0042 633 98 00 ext 244 or 247. E-mail: festiwal@ldk.lodz.pl Date: TBA

October 18-November 3: Portugal

BD-AMADORA '03. Organisers: Festival Internacional de Banda Desenhada da Amadora, av do Brasil 52-A, 2700-134 Amadora. Tel: 00351 21 499 8910 fax: 00351 21 496 2353. E-mail: bd.amadora@mail.telepac.pt Website: www.bdamadora.com

October 31-November 2: Italy

LUCCA COMICS. (2002 est: 46,000) Organisers: Lucca Comics, Via della Cavallerizza 11, 55100 Lucca, Italy. Tel: 0039 583 48522 fax: 0039 583 91203.

October: United States

BALTIMORE COMIC-CON, The Baltimore Convention Centre, One West Pratt Street, Baltimore, Maryland 21201. Contact: Marc Nathan. Tel: 001 410 526 7410. E-mail: cardscomicscollectibles@yahoo.com Date: TBA

November 29-30: England

MEMORABILIA '03, NEC, Birmingham. (2002: 19,351). Organisers: Made in Heaven, 1 Star Street, Moffat, Dumfriesshire DG10 9DR. Tel: 01683 220787 fax: 01683 220798. Website: www.memorabilia.co.uk

November: Finland

THE 17TH HELSINKI COMICS FESTIVAL. (Previous: 20,000). Organisers: The Finnish Comics Society, PO Box 927, FIN 00101 Helsinki, Finland. Tel/fax: 00358 9 685 6100. E-mail: sarjisfestarit@kaapeli.fi Date: TBA

January: France

ANGOULEME BD. (2003 est: 195,000). Organisers: Festival International de la Bande Dessinee, 2 Place d l'Hotel de Ville, 16000 Angouleme, France. Tel: 0033 05 45 97 86 50 fax: 0033 05 45 95 99 28. E-mail: b.monchart@labd.com Website: www.labd.com Date: TBA

Comics Publishers

North America

Unlike Europe, North American publishers invariably favour indie status to that of being labelled small press. This results in there being hundreds of comics publishers.

While circulations vary immensly, the following are the continent's major comicbook producers with titles printing between 5,000 and 150,000 copies. Contact phone numbers are given where readily available.

AARDVARK-VANAHEIM, PO Box 1674 Station C, Kitchener, Ontario, Canada N2G 4R2 (Cerebus)

ABSTRACT STUDIOS, PO Box 271487, Houston, TX 77277-1487 (Strangers in Paradise)

AC COMICS, PO Box 521216, Longwood, FL 32752-1216 (adventure titles, Golden Age superhero and western reprints)

ACCLAIM COMICS, 1 Acclaim Plaza, Glen Cove, NY 11542 (game tie-in adventure, Valiant superhero imprint. dormant) (00)1 516 656 5000

AiT/PLANET LAR, 2034 47th Avenue, San Francisco, CA 94116 (graphic novels) (00)1 415 504 7516

ALTERNATIVE COMICS, 503 North West 37th Ave, Gainesville, FL 32609-2204 (alternative and graphic novels) (00)1 352 373 6336

AMERICAN MEDIA CONSUMER ENTERTAINMENT, INC, 600 East Coast Avenue, Lantana, Florida 33464 (Cracked) (00)1 561 586 1111

ANTARCTIC PRESS, 7272 Wurzbach, Suite 204, San Antonio, Texas TX 78240 (adventure and US manga)

ARCHIE COMIC PUBLICATIONS, 325 Fayette Avenue, Mamaroneck, NY 10543 (humour) (00)1 914 381 5155

AVATAR PRESS, 9 Triumph Drive, Urbana, Illinois, IL 61802 (horror fantasy titles) (00)1 217 384 2211

AWESOME ENTERTAINMENT, 9744 Wilshire Boulevard, Suite 402, Beverly Hills, Los Angeles, CA 90212 (adventure titles; dormant)

BONGO ENTERTAINMENT, 1440 South Sepulveda Boulevard, 3rd Floor, Los Angeles, CA 90025 (The Simpsons and related humour titles) (00)1 310 966 6168

CALIBER COMICS, PO Box 6191, Plymouth, MI 48170 (black and white adventure titles) (00)1 734 462 0457

CARTOON BOOKS, PO Box 16973, Columbus, OH43216 (Bone and related)

CROSSGENERATION COMICS, 4023 Tampa Road, Suite 2400, Oldsmar, FL 34677 (fantasy adventure) (00)1 813 891 1702

CRUSADE FINE ARTS LTD, PO Box 845, Bayport, NY 11705 (fantasy and adventure) (00)1 631 472 2866

DARK HORSE COMICS, 10956 South East Main Street, Milwaukie, OR 97222 (adventure titles, licensed, US and Japanese manga) (00)1 503 652 8815

DC COMICS, 1700 Broadway, NY 10019 (adventure and humour, MAD, Vertigo and Paradox Press imprints) (00)1 212 636 5400

DISNEY COMICS, 500 South Buena Vista Street, Burbank, CA 91521 (humour titles) (00)1 818 507 5739

DRAWN & QUARTERLY, PO Box 48056, Montreal, Quebec, Canada H2V 4SB (black and white biog)

DREAMWAVE PRODUCTIONS, 2750 14th Avenue, Suite 302, Markham, Ontario L3R 0B6, Canada

DYNAMIC FORCES, 155 Ninth Avenue, Suite E, Runnemede, NJ 08078 (variant editions and merchandise) (00)1 856 312 1040

FANTAGRAPHICS BOOKS, 7563 Lake City Way North East, Seattle, Washington 98115 (adventure, biographical and Eros adult) (00)1 206 524 1967

HARRIS COMICS, 1115 Broadway, 8th Floor, NY 10010 (Vampirella, fantasy and horror) (00)1 212 807 7100

HARVEY COMICS ENTERTAINMENTS, 100 Wilshire Boulevard, Santa Monica, CA 91401 (humour) (00)1 310 451 3377

HEAVY METAL, 100 Merrick Road, Suite 400 East, The Rockville Center, NY 11570 (adult fantasy magazines and spin-off editions) (00)1 516 594 2130

HUMANOIDS PUBLISHING, PO Box 931658, Hollywood, California CA 90093 (US-European editions) (00)1 714 2880200

IMAGE COMICS, 1440 North Harbor Boulevard, Suite 305, Fullerton, CA 92835 (adventure) (00)1 714 2880200

MARVEL ENTERTAINMENT GROUP, 10th Floor, East 40th Street, New York, NY 10016 (adventure, humour and licensed) (00)1 212 696 0808

NBM PUBLICATIONS, 185 Madison Avenue, Suite 1504, NY 10016 (adult fantasy graphic novels and magazines)

ONI PRESS, 6336 South East Milwaukie Avenue, PMB 30, Portland, OR 97202 (adventure) (00)1 503 233 1377

RADIO COMIX, 11765 West Avenue, PMB 117, San Antonio, TX 78216 (anthropomorphic manga) (00)1 210 348 7195

SIRIUS ENTERTAINMENT, INC, PO Box 128, Stanhope, NJ 07874 (adult)

SLAVE LABOR GRAPHICS PUBLISHING, 848 The Almeda, San Jose, CA 95126 (black and white fantasy) (00)1 408 279 0451

TOP COW, 10390 Santa Monica Boulevard #110, Los Angeles, CA 90025 (adventure and licensed)

TOP SHELF PRODUCTIONS, PO Box 1282, Marietta, GA 30061-1282 (alternative and biographical) (00)1 770 425 0551

TWOMORROWS PUBLISHING, 1812 Park Drive, Raleigh, North Carolina, NC 27605 (comics feature magazines) (00)1 919 833 8092

VEROTIK PRESS, PO Box 64859, Los Angeles, CA 07043 (adult fantasies)

VIZ COMICS, PO Box 77010, San Francisco, CA 94107 (English translated manga)

WaRP GRAPHICS, 43 Haight Avenue, Poughkeepsie, NY 12601 (Elfquest and spin-offs) (00)1 914 473 9277

WILDSTORM, 7910 Ivanhoe Street, #438 La Jolla, CA 92037 (includes ABC, Cliffhanger and Homage DC subsidiary imprints)

United Kingdom

The following are major UK newsstand comics and graphic novel publishers. If calling from outside of the UK, you should drop the first 0 and replace with: 01144 (USA); 0044 (mainland Europe and Eire); 001144 (Australasia).

DC THOMSON, Albert Square, Dundee DD1 9QJ (humour and adventure comics, pocket books and annuals)

EGMONT MAGAZINES LTD, 25-31 Tavistock Place, London WC1H 9SU (humour, licensed and pre-school titles) 020 7344 6400

HAMLYN BOOKS, 2-4 Heron Quays, London E14 4JB (2000 AD graphic novels) 020 7531 8584

I FEEL GOOD LTD, 9 Dollington Street, London EC1V 0BQ (Viz) 020 7687 7000

JOHN BROWN PUBLISHING, The Boathouse, Crabtree Lane, Fulham, London SW6 (albums) 020 7381 6007

KNOCKABOUT COMICS, 10 Acklam Road, London W10 5QZ (humour and underground comix, graphic novels) 020 8969 2945

PANINI COMICS (UK), Panini House, Coach and Horses Passage, The Pantiles, Tunbridge Wells, Kent TM2 5UJ (humour and adventure titles, Marvel licensed) 01892 500 100

REBELLION DEVELOPMENTS LTD, The Studio, Brewer Street, Oxford OX11QN (Judge Dredd Megazine and 2000 AD) 01865 792201

THE REDAN COMPANY, Canon Court East, Abbey Lawn, Shrewsbury SY2 5DE (pre-school humour and licenced titles) 01743 364433

SAVOY BOOKS, 446 Wilmslow Road, Withington, Manchester M20 3BW (adult comic magazines, books and graphic novels) 0161 833 2664

TITAN ENTERTAINMENT GROUP LTD, Titan House, 144 Southwark Street, London SE1 0UP (licensed graphic novels, books, magazines and comics) 020 7620 0200

France

The following are the country's major comics and album publishers. If phoning from the USA, the country code of 0033 becomes 011 33

ALBIN MICHEL, 22 rue Huyghens, 75014 Paris (albums) (0033) 1 42 79 10 00

CASTERMAN, 66 rue Bonaparte, 75006, Paris (albums and manga) (0033) 1 40 51 28 00

DARGAUD, 6 rue Gager Gabillot, 75015 Paris (albums and manga) (0033) 1 40 45 35 39

DELCOURT, 5 passage du Mont-Cenis, 75018 Paris (albums and comics) (0033) 1 53 41 86 10

FLUIDE GLACIAL, 33 avenue du Main, BP 187, 75755 Paris (comics and albums) (0033) 1 43 20 23 96

GLENAT, 31 rue Ernest Renan, 92130 Issy les Moulineaux (albums and manga) (0033) 1 41 46 11 11

J'AI LU, 84 rue de Grenelle, 75007 Paris (licenced Japanese manga) (0033) 1 44 39 34 70

LES HUMANOIDES ASSOCIES, 24 avenue Philippe Auguste, 75011 Paris (albums)(0033) 1 44 93 88 33

MARVEL, BP 62, 06702 St Laurent Duvar (0033) 1 92 12 57 57

SEMIC FRANCE, 45 rue Broca, 75005 Paris (licenced comics and albums) (0033) 1 43 36 32 00

Italy

The following are the country's major comics and album publishers. If phoning from the USA, the country code of 0039 becomes 011 39

SERGIO BONELLI EDITORE, via Buonarroti 38, 20145 Milano (black and white comics) (0039) 02 96480403

MARVEL ITALIA, viale Emilio Po' 380, 41100 Modena (Marvel licensed titles)

CULT COMICS, viale Emilio Po' 380, 41100 Modena (Image and Dark Horse licensed)

MAGIC PRESS, Zona industriale via Ragusa 18, 00040 Pavona, Roma (Vertigo and WildStorm licensed) fax: (0039) 06 93020361

STAR COMICS, strada Selvette 1bis/1 Bosco (PG) (comics and black and white manga)

ASTORINA S.R.I., via Boccaccio 32, 20123 Milano (Diabolik original and reprint black and white)

KING COMICS, via Pinerolo 3, 00182 Roma (comics)

Spain

The following are the country's comics and album publishers. If phoning from the USA, tffe country code of 0034 becomes 011 34

NORMA EDITORAL, Fluvià 89, 08019 Barcelona (licensed DC and Dark Horse comics and albums) 0034 93 303 68 20

EDITORIAL PLANÈTA-DE AGOSTINI, SA, Aribau 185, 08021 Barcelona (licensed Dark Horse comics and albums)

TOUTAIN EDITOR, SA, Diagonal 325, E-08009 Barcelona (licensed Marvel, Dark Horse, Chaos!, Image and manga comics and albums) 0034 93 344 06 00

EDICIONES LA CÚPULA, Plaza de las Beatas 3, E-08003 Barcelona (adult comics and albums) 0034 32 682 8 05

Mail Order Specialists

Key to abbreviations used:

w/s = wholesale available
dis = bulk discount terms
cat = phone/write for catalogue
s-cat = sae for catalogue
wants = wants lists accepted
s-wants = sae with wants lists
CoBRA = Comic Book Retailers' mail order protection scheme
cc = major credit cards accepted
sae = send stamped, addressed envelope with enquiry

When telephoning from outside the UK, drop the first 0 and replace with: 01144 (USA); 0044 (mainland Europe & Eire); 001144 (Australasia).

Golden Age

Generally acknowledged as being published between 1938 and 1945, the first age of superhero comics, but herein designated to cover all pre-Silver Age American comics.

Comic Biz, PO Box 7041, London N12 9NF (wants, CoBRA, cc, cat) 020 8446 3464

Comic Book Postal Auctions Ltd, 40-42 Osnaburgh Street, London NW1 3ND (cat) 020 7424 0007

Mighty World of Comicana, 237 Shaftesbury Avenue, London WC2 (dis, cat, CoBRA, cc) 020 7836 5630

Quality Comics, 345 Ditchling Rd, Brighton BN1 6JJ (CoBRA, cc)

Silver Acre Comics, PO Box 114, Chester CH4 8WQ (s-wants, cc) 01244 680 048 (fax: 680686)

Silver Age

Accepted as starting in 1955 with DC's superhero rebirth through ***Detective Comics*** *#225 (intro-ducing the Martian Manhunter) and* ***Showcase*** *#4 (introducing the Barry Allen Flash). Herein covering titles up to late 1960s.*

Comic Biz, PO Box 7041, London N12 9NF (wants, CoBRA, cc, cat) 020 8446 3464

Comic Book Postal Auctions Ltd, 40-42 Osnaburgh Street, London NW1 3ND (cat) 020 7424 0007

East Coast Comics UK, 28 Acton Road, Lowestoft, Suffolk NR33 7LG (high grade, s-want, cc, sae) 01502 578385 (day) 560727 (eve)

Mighty World of Comicana, 237 Shaftesbury Avenue, London WC2 (dis, cat, CoBRA, cc) 020 7836 5630

Quality Comics, 345 Ditchling Rd, Brighton BN1 6JJ (CoBRA, cc)

Quicksilver Comics, PO Box 73, Ossett WF5 0YQ (s-cat, dis, wants, cc, CoBRA) 01924 270500 (fax: 270919)

Silver Acre Comics, PO Box 114, Chester CH4 8WQ (s-wants, cc) 01244 680 048 (fax 680686)

Post-Silver Age

Comics from 1970 to date: From Bronze Age-Marvel Age-Lead Age up to Platinum Age-Gimmick Age-Image Age. Historians will doubtless eventually decide on a name.

Mighty World of Comicana, 237 Shaftesbury Avenue, London WC2 (dis, cat, CoBRA, cc) 020 7836 5630

Planet Warehouse (FPI) *formerly Comics Warehouse* PO Box 600, 8 Galliford Road, Maldon, Essex CM9 7XD (w/s, cat, cc, CoBRA) 01621 877244

Quality Comics, 345 Ditchling Rd, Brighton BN1 6JJ (CoBRA, cc)

Tarpaulin Books and Comics, 5 Oak Close, Thetford, Norfolk IP24 3EZ (wants, s-cat) 01842 820139

Hot Comics

Current or key titles, first issues or first appearances of major characters. Investment titles for speculators willing to gamble.

A Place in Space, 101 Church Street, Croydon, Surrey CR0 1RN (wants, cc, dis) 020 8686 2400

Comix-shop. co.uk, 7a High Street, Maidenhead, Berkshire SL6 1JN (wants, cat, cc) 01628 777998

Advance Imports

US comics are not generally available in UK newsagents, except for some sea-freight shipped low-cover price DCs and Marvels, and can only be found through specialists in the rest of the world. The following companies offer air-shipped copies from all of the major US publishers.

Ace Comics, 63/64 High Street, Colchester, Essex (wants, cat, CoBRA, cc) 01206 561912

Avalon Comics, 143 Lavender Hill, London SW11 5QJ (cc, CoBRA) 020 7924 3609

Comix-shop.co.uk, 7a High Street, Maidenhead, Berkshire SL6 1JN (wants, cat, cc) 01628 777998

86th Floor Comics & Cards, 6 Shipley Common Lane, Ilkeston, Derbyshire DE7 8TR (dis, cat, cc) 0115 9443009

Forbidden Planet, 71 New Oxford Street, London WC1A 1DG (s-cat cc) 020 7497 2150

Gosh! Strips by Mail, 39 Great Russell Street, London WC1B 3PH 020 7636 1011

Planet Warehouse (FPI) *formerly Comics Warehouse,* PO Box 600, 8 Galliford Road, Maldon, Essex CM9 7XD (w/s, cat, cc, CoBRA) 01621 877244

Red Hot Comics, The Warehouse Block D Unit 8, Glenwood Business Park, Glenwood Place, Glasgow G45 9UH (CoBRA, w/s, dis, wants, cc) tel/fax: 0141 630 0049

Limited Editions

Many high-profile miniseries and one-shots are also available in limited, numbered and often autographed editions (s&n). New titles, to acquire copyright, can also appear in small print-run "ashcan" editions (ash).

Comic Biz, PO Box 7041, London N12 9NF (CoBRA, cc, ash, s&n, cat) 020 8446 3464

Trading Cards

Several mail order dealers carry a range of non-sports cards and related peripherals (files, folders, sleeves).

Beyond Comics, 76 Harlescott Road, Nunhead, London SE15 3BZ (s-cat, s-wants, sae, CoBRA) tel/fax: 020 7564 4213

John McDonald: Non-Sport Trading Cards, 20 Alder Grove, Coatbridge, Lanarkshire ML5 3PT (cat, wants) tel/fax: 01236 433358

Old British Titles

The popularity of old British comics continues to increase as more dealers expand into this area. The following specialise in such titles.

The Book Palace, Jubilee House, Bedwardine Road, Crystal Palace, London SE19 3AP 020 8768 0022

Comic Biz, PO Box 7041, London N12 9NF (wants, CoBRA, cc, cat) 020 8446 3464

Comic Book Postal Auctions Ltd, 40-42 Osnaburgh Street, London NW1 3ND (cat) 020 7424 0007

Weird Fantasy, 19 Decoy Road, Ormesby, Great Yarmouth, Norfolk NR29 3LG (s-cat, s-wants, annuals specialist)

Merchandise

Comics, film and TV-related t-shirts, posters, video games, badges, toys, action figures, etc.

Off World: The Sci-Fi Store, 142 Market Halls, Arndale Centre, Luton, Beds LU1 2TP. (specialists in Star Trek, Star Wars and sci-fi collectables) 01582 736256

Sci-Fi Merchandise Direct (FPI) and **Gear for Games (FPI)** Maldon, Essex CM9 4XD (cat) 01621 877222

Original Art

With artists having their originals returned by publishers, an increasing number of pages are now being made available for collectors.

The Book Palace, Jubilee House, Bedwardine Road, Crystal Palace, London SE19 3AP 020 8768 0022

Comic Book Postal Auctions Ltd, 40-42 Osnaburgh Street, London NW1 3ND (cat) 020 7424 0007

Silver Acre Comics, PO Box 114, Chester CH4 8WQ (s-wants, cc) 01244 680 048 (fax: 680686)

Peripherals

Acid-free protection for comics. Backing boards, protective bags, storage boxes, etc.

The Book Palace, Jubilee House, Bedwardine Road, Crystal Palace, London SE19 3AP 020 8768 0022

Just Comics, 65 Station Road, Warboys, Huntingdon, Cambs PE28 2TH (w/s only, CollectorLine™ distributor) 01487 824895 01487 824896

Planet Warehouse (FPI) *formerly Comics Warehouse,* PO Box 600, 8 Galliford Road, Maldon, Essex CM9 7XD (w/s, cat, cc, CoBRA) 01621 877244

General Fantasy

As well as comics old and new, some suppliers also provide catalogues of multi-media fantasy, covering TV, film, trading cards and toys.

Forbidden Planet Mail Order, 144 Southwark Street, London SE1 0UP (cat) 020 7803 1900 (fax: 7803 1901)

Sci-Fi Merchandise Direct (FPI) and **Gear for Games (FPI)** Maldon, Essex CM9 4XD (cat) 01621 877222

Manga Titles

English language translations of Japanese comics and US titles drawn in the Japanese style.

United Publications, 85 Croydon Road, Keston, Kent BR2 8HU (ind, back, cat, wants, cc) 020 8325 9507

Alternative & Biographical

The following carry an extensive range of biographical and slice-of-life comicbooks and graphic novels (Fantagraphics, Maus, Crumb, Pekar...)

Gosh! Strips by Mail, 39 Great Russell Street, London WC1B 3PH (wants) 020 7636 1011

Knockabout Comics, 10 Acklam Road, London W10 5QZ (w/s, s-cat, cc) 020 8969 2945 (fax: 8968 7614)

Page 45, 9 Market Street, Nottingham NG1 6HY 0115 9508045

Comics Auctions

Accepting lots from the general public, comics auctions provide an alternative way for collectors to sell their valuable comics. The following accept items for sale, as well as providing regular catalogues for mail order bids.

Comic Book Postal Auctions Ltd, 40-42 Osnaburgh Street, London NW1 3ND (cat) 020 7424 0007

Distributors

Anybody considering opening a comics shop or becoming a mail order dealer can obtain further information about the supply of titles from the following who bulk air import US and European comics and related items on a weekly basis.

The Book Palace, Jubilee House, Bedwardine Road, Crystal Palace, London SE19 3AP (graphic novels, art books, comics, remainders, film and TV, popular culture) 020 8768 0022

Diamond Comic Distributors, 2nd Floor, Warton House, 150 High Street, London E15 2NP (US and European comics, cards and related items) 020 8536 5730 (fax: 8536 5736)

Red Route Distribution, Unit 24, 10 Acklam Road, London W10 5QZ (US & European comics/ graphic novels, back-list specialists) 020 8960 5855

Mail Order Dealers:

CI's Mail Order Index is the industry's most cost-effective and highly-targeted way to reach a huge dedicated audience in excess of 40,000 readers every month. It costs only £4 ($6 US) per entry per issue to appear and is bookable in advance as a 6-issue series. Send pre-payment of £24/$36 (plus £4.20 VAT for UK advertisers) per category with your details to:

Comics International, 345 Ditchling Road, Brighton BN1 6JJ

Cheques and international money orders should be made payable to Comics International. Alternatively, payment can be made by credit card, fax: 0(11 44) 1273 566 333 or e-mail: Listings@comicsinternational.com

The letters **(FPI)** after entries indicates that the company is part of **Forbidden Planet International Ltd**

Classified

Advertising terms and conditions

Whether for publication or not, all advertisements must be accompanied by full name, home address and daytime phone number of advertiser.

• All private classified Wants or Announcements ads (comics or card related items only) are free of charge. Maximum 50 words, they will be printed at the publisher's discretion when space permits. *(Only one advertisement can be submitted per letter/per issue so everybody gets a chance to fit in!)*

• FOR SALE ads (and dealer wants/announcements) are charged:
(i) General announcements: Stating no issue numbers, prices or titles. Per 50 words (or part thereof) ..... £5.00 ($7.50 US)
(ii) List ads: (including specific titles, issues and/or prices. Minimum charge, per 100 words (or part thereof) ..... £10.00 ($15.00 US)

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CI Classified, 345 Ditchling Road, Brighton BN1 6JJ

For Sale

For sale: collection of superior comics; around 2,500 in total. Marvel, DC, Image, Vertigo, Dark Horse, indies and British comics, plus lots of graphic novels, hardcovers and trade paperbacks. **X-Men**, **Uncanny X-Men**, **Miracleman**, **Planetary**, **Batman**, **Detective Comics**, **Green Arrow**, **Daredevil**, **Bellboy**, **Sin City**, **The Authority**, **Jay & Silent Bob**, **Hellblazer**, **Doom Patrol**, **Swamp Thing**, **WildCATS**, **Supreme**, **2000 AD**, **Warrior**, rarities, limited editions, signed comics and many more! For sale as one lot only. Any serious offers welcome. Email for list: Steve_foster2012@hotmail.com.

For sale: Over 20,000 American and British superhero comics. Early to late issues, every subject covered. Including **Classics Illustrated**, Tabloid Editions and Digests. Also, British and American mags, including Horror, **Blakes Seven**, **Dr Who**, **Conan**, **Alien**, **Mad**, **X Files**, **Red Dwarf**, **Carnage**, **Star Wars**, **Terminator** etc. Also trading cards, bubblegum sets and odds, cigarette/trade sets, annuals, sci-fi hardbacks, videos, pogs, programmes, TV cartoon books and cards, Tin Tin books, tazos, puzzles etc. No lists, so phone or write with wants to: John Clark, 35 Denny Avenue, Waltham Abbey, Essex EN9 LNT. Tel: 01992 716961 or 0794 1572672.

For sale: (prices per issue) **Uncanny X-Men** 114, 115 (vfn) £15, 116 (vfn) £20, 117-119 (vfn) £20, 124, 126 (nm) £23, 127 (fn) £10, 129 (fn) £12, 130 (vfn) £18, 131 (nm) £20, 134, 135, 136 (nm) £18, 137 (nm) £30, 138 (vfn) £18; **Wolverine** (vol 1) 2 (nm) £7, 2, 3 £4.50; **Wolverine** (Ltd) 3, 4 (nm) £10; **Sandman** 1 (nm) £15, 2 (nm) £8.50, 8 (nm) £9.50; **Preacher** 4 (nm) £6.95, 5-8 £3.95. Cheques payable to R. Harris, The Spinney, Dalby Road, Partney, Spilsby, Lincolnshire PE23 4PQ. Tel: 01790 752916. Loads more. Send sae for free catalogue.

Wanted

Advertisers are reminded that Wanted ads must be no longer than 50 words (including address), and only single insertion private advertisements can be published free of charge.

Original artwork wanted: Dan Dare, Gerry Anderson, Dr Who, Daleks (Eagle, TV Comic, TV21, Countdown, TV Action, annuals, videos, Target books – especially Achilleos). Also Trigan Empire, Jane, Garth, Tiger Tim, Marvelman, Captain Britain and Roy of the Rovers. Contact Steve on 07803 556926 (6 to 8pm) or e-mail lawstephen@hotmail.com (including 'art' in the subject).

Still looking for the following trade paperbacks – before I get angry (turn envious): **Silver Surfer: Return of Thanos**, **Onslaught Book 1**, **Iron Man vs Dr Doom**, **Fantastic Four: Heroes Return**. Please contact Steve Overton, 54 Birling Avenue, Bearsted, Maidstone, Kent ME14 4LN. Tel: 01622 739082 or e-mail teveoverton@aol.com.

Wanted: Steranko **Shadow** paperbacks; **Comics Media News** 1-7; **Fantasy Unlimited** any issue; **The Spider** paperbacks; **Beneath** and **Battle Ape** paperbacks; Steranko **Chandler**; **House of Hammer** 3, 11-12, 25, 28; **Comics Journal** 127; **Foom** 1 (plus poster), 3-4; **Femme Fatales** volume 11 #2, volume 12 #1. Contact John, 35 West View Road, St Albans, Herts AL3 5JX.

Looking for the following graphic novels published by Titan: **The Chronicles of Judge Dredd**. There were 30 titles, so if anyone can help me complete my collection either call Rob Cox on 01279 831810 or e-mail robert.cox805@ntlworld.co.uk

Wanted: Marvel **GI Joe** #91, 107, 108, 154 to complete my collection. Please contact mark@markseddon.com.

Wanted: **Action – The Story of a Violent Comic** and any **Action** and **Battle Picture Weekly** issueslannualslitems. Also need various Strontium Dog and Rogue Trooper Fleetway/Quality issues and **Amazing Spider-Man** Volume 1 #120 and 300. Items bought or swapped from my extensive collection. Contact: Dermot MacLennan, 58 Bushmills Road, Coleraine, County Londonderry BT52 2BP. Tel: 0775 243 4935

Announcements

Fanzine and small press titles must not be offered for sale before being printed. To verify publication, a sample copy must be sent in along with the advertising copy (50 words max). Single bookings only, so everybody gets a chance!

Alan Moore talks exclusively about future projects, his writing strategies and other creators in issues 3 and 4 of **Zarjaz**. Each issue is 56 pages showcasing hot new talent, with new art by Jock, Henry Flint and Simon Fraser in issue 4. £2 each plus 70p postage (or £1 for both) from A. Lewis, 39 Priory Court, Brynoch, Neath SA10 7RZ. E-mail: topnotchtosh@hotmail.com

Get ready for demons! Alternate Earths! Superhuman slugfests! Airships, and Oliver Cromwell singing soul! It can only be **Mondo**! A quid from Lee Davis, 140 Amersham Avenue, London N18 1DY.

Bristol Comics Club: whether a newcomer or a veteran artist or budding comics writer. the BCC hopes to hold informal meetings for discussion and much more. If interested contact BCC, c/o 85 Ridsdale Road, Ashton Vale, Bristol BS3 2RB.

From the Tomb 10 covers 1950s tales from the asylum – **House of Hammer** magazine including a Dez. Plus post-Comics Code Atlas comics, hypodermic covers and EC's rage against the machine. 48-page magazine, 12 pages in colour. £3.95 from Soaring Penguin, 2 Hambledon Road, London SW18 5UB.

Warren Fanzine. A new 12-page fanzine, featuring **Creepy**, **Eerie**, **Vampirella** and more! E-mail: piers@spookyfanzine.com

Artists wanted to collaborate with writer on new weird crime comic Please send black and white art samples to Little Lagoon Press, PO Box 11271, Wood Green, London N22 8BF.

Looking for quality artists to work on sci-fi/western/superhero projects for submission to punlishers (no payment up front). Send samples to T. Hooper, 85 Ridsdale Road, Ashton Vale, Bristol BS3 2RB.

Urgently required: Artists looking for experience to work on storyboards for Horror Feature Film. Kelley Jones, Bernie Wrightson, Mike Mignola, Frank Miller inspired artists wanted. Copies of art welcome. Great opportunity. Tel: 01274 660899. E-mail: tahir@mail2www.com

In 2002 there were over 1500 individual comics titles published in France. What are they doing that we can learn from? **Comics Forum** 26 explores the answer. Plus Seth Tobocman interviewed, Superman's 'other woman' Lana Lang and more. £3.50 from Soaring Penguin, 2 Hambledon Road, London SW18 5UB.

ANROFuture Trends In S-hero Comics. Find out what ANRO is by visiting www.alternaterealities.co.uk. In brief, it's a trend to imagery alone without a concrete basis in lore, reading like a cross between video and film (many Ultimate comics). Update to website: **Captain Marvel** #29 (1973!) 'Metamorphosis' revamp, revisited in Zines 4/5.

The First But Not The Last. The strictly adults only horror comic that's not for the faint hearted. 40 pages for only £2.50. Cheques payable to Zensieren Publications (ci), BCM Box 1328, London WC1N 3XX.

Comic Societies

Join The Eagle Society, dedicated to the memory of Britain's National Strip Cartoon Weekly – The Eagle 1950-1969. For just £17 per year (cheques should be made payable to The Eagle Society) members receive our quarterly journal **Eagle Times**, as well as the chance to attend social gatherings and meet original Eagle contributors. Write to the membership secretary: Keith Howard, 25a Station Road, Harrow, Middlesex HA1 2UA. Or e-mail: Richard.Sheaf@uk.nestle.com

Comics Creators Guild: The Future of Comics in our Hands. Industry veterans and aspiring professionals. Join the largest comics organisation in Europe. Monthly meetings, newsletter, Comics Forum, exclusive publications, free legal advice, special discounts and more. For further information please contact: Comics Creators Guild, 22 St James Mansions, West End Lane, West Hampstead, London NW6 2AA. www.comicscreators.org.uk

BUY OR SELL OR EVEN TRADE

It's been tried and tested for over 10 years and it's still going strong...

Comics International's *Classified* section has turned more than one £5 "For Sale" advertiser into a big-time full page dealer.

One of the first-read sections of the magazine for both dealers and fans, *Classified* offers you the opportunity to add a part time job to boost your finances.

Most comic fans have unwanted titles taking up valuable space...

... A loft which is in need of clearing.

... A spare room which is no longer spare.

... A garage which is pining for a car.

Classified can help you not only clear that space, but earn you money while doing so. More than 4,500 such ads have been placed on this page, with regular dealers coming back each issue.

It costs only £5 to place a 50-word For Sale general announcement. Or £10 for a 100-word list ad, detailing issues and prices. Ads can appear within a week of you sending them...

So, what are you waiting for? Everybody else to jump in first?

... It's down to you!

Comic & Card Events

NEW National Photo Gallery Now On Our Website

THE NATIONAL COLLECTORS MARKETPLACE

2003 SUNDAY OCTOBER 5

ALSO AUGUST 3

2000 AD
ACTION FIGS
ANIME
BABYLON 5
BRITISH COMICS
BUFFY
COMIC BOOKS
GAMING CARDS
GOLDEN AGE COMICS
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The National, with 160 tables is the largest regular marketplace for comicbook and trading card collectors in the U.K. You will also find a whole range of related materials including Sci-fi, Fantasy, Film, TV and Toys fromleading British & international dealers.

HOW TO GET THERE. BUS: 68, 91, 168 or 188 to Woburn Place. UNDERGROUND: Piccadilly Line to Russell Square. NATIONAL RAIL: Euston and Kings Cross are within walking distance of the venue.

FUTURE DATE: 26TH OCTOBER 2003

FREE ADMISSION TO ALL SHOWS
DOORS OPEN 12 NOON

Events @ CAMDEN CENTRE
Bidborough St, London WC1

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2003 SUNDAY AUGUST 31

FOR AMERICAN COMICBOOKS AND CULT COLLECTABLES

OVER 90 DEALERS TABLES!

The Comicbook Marketplace is held six times a year at the Camden Centre and is just a few minutes walk from Euston, Kings Cross and St. Pancras stations. There are more than ninety tables with over 1,000,000 comicbooks, magazines and trading cards on sale, including S.F., Fantasy, Film and T.V. related items from Britain's top dealers.

HOW TO GET THERE. BUS: 10, 17, 30, 45, 46, 63, 73, 91, 214, or 259 to Kings Cross/Camden Town Hall. UNDERGROUND: Circle, Metropolitan, Piccadilly or Victoria Line to Kings Cross. BRITISH RAIL: Euston, Kings Cross and St. Pancras are within walking distance of the venue.

FUTURE DATE: 4TH AUGUST 2004

CARD MART

2004 SUNDAY JANUARY 11

FOR SPORTS, NON-SPORTS AND COLLECTABLE GAMING CARDS

THE NATION'S TOP TRADING CARD EVENT

Dealers: for table availability phone 020 747 66 873

www.comicmart.co.uk

Events

A summary of all the events advertised this issue

August

2/8 **Glasgow:** Scottish Comics, Card & Collectables Fair, James Moir Hall (Mitchell Theatre) Granville Street ... (p35)
3/8 **London:** The National Comicbook Marketplace and Card Mart, The Royal National Hotel, Bedford Way ... (p66)
9/8 **Leeds:** Comic Mart & Card Show, Leeds Metropolitan University, Brunswick Hall, Merrion Way, Leeds ... (p56)
16/8 **Manchester:** Comic Mart & Card Show, Sachas Hotel, Tib Street, Piccadilly, Manchester ... (p56)
23-24/8 **Glasgow:** Memorabilia '03, Glasgow SECC ... (p15)
30/8 **Nottingham:** Comic Mart & Card Show, Victoria Leisure Centre, Gedling Street, Nottingham ... (p56)
31/8 **London:** Comicbook Marketplace, Camden Centre, Bidborough Street ... (p66)

September

6/9 **Newcastle:** Comic Mart & Card Show, University of Northumbria, Students' Union Ballroom, Sandyford Road ... (p56)
13/9 **Leeds:** Comic Mart & Card Show, Leeds Metropolitan University, Brunswick Hall, Merrion Way, Leeds ... (p56)
20/9 **Birmingham:** Comic Mart & Card Show, Carrs Lane Church Centre, Carrs Lane, Birmingham ... (p56)
20/9 **Glasgow:** Scottish Comics, Card & Collectables Fair, James Moir Hall (Mitchell Theatre) Granville Street ... (p35)
21/9 **London:** The London ABC Show, The Royal National Hotel, Bedford Way, Russel Square ... (p23)
27/9 **Manchester:** Comic Mart & Card Show, Sachas Hotel, Tib Street, Piccadilly, Manchester ... (p56)
28/9 **Liverpool:** Comic Mart & Card Show, Gladstone Hotel, Lord Nelson Street, Liverpool ... (p56)

October

4/10 **Nottingham:** Comic Mart & Card Show, Victoria Leisure Centre, Gedling Street, Nottingham ... (p56)
5/10 **London:** The National Comicbook Marketplace and Card Mart, The Royal National Hotel, Bedford Way ... (p66)
11/10 **Sheffield:** Comic Mart & Card Show, Main Hall, Sheffield Hallam University, Howard Street ... (p56)
25/10 **Newcastle:** Comic Mart & Card Show, University of Northumbria, Students' Union Ballroom, Sandyford Road ... (p56)
26/10 **London:** The National Comicbook Marketplace and Card Mart, The Royal National Hotel, Bedford Way ... (p66)

November

1/11 **Leeds:** Comic Mart & Card Show, Leeds Metropolitan University, Brunswick Hall, Merrion Way, Leeds ... (p56)
8/11 **Glasgow:** Scottish Comics, Card & Collectables Fair, James Moir Hall (Mitchell Theatre) Granville Street ... (p35)
15/11 **Birmingham:** Comic Mart & Card Show, Carrs Lane Church Centre, Carrs Lane, Birmingham ... (p56)
23/11 **Liverpool:** Comic Mart & Card Show, Gladstone Hotel, Lord Nelson Street, Liverpool ... (p56)
24/11 **Manchester:** Comic Mart & Card Show, Sachas Hotel, Tib Street, Piccadilly, Manchester ... (p56)
29-30/11 **Birmingham:** Memorabilia '03, Birmingham NEC ... (p36)

LOOKING FOR INFORMATION ON COMICS-RELATED EVENTS AROUND THE WORLD? SEE OUR INTERNATIONAL FESTIVAL GUIDE ON PAGE 58.

ON THE NET? THEN CHECK OUR WEBSITE INDEX WITH EVENT ORGANISER WEB ADDRESSES. SEE PAGE 55

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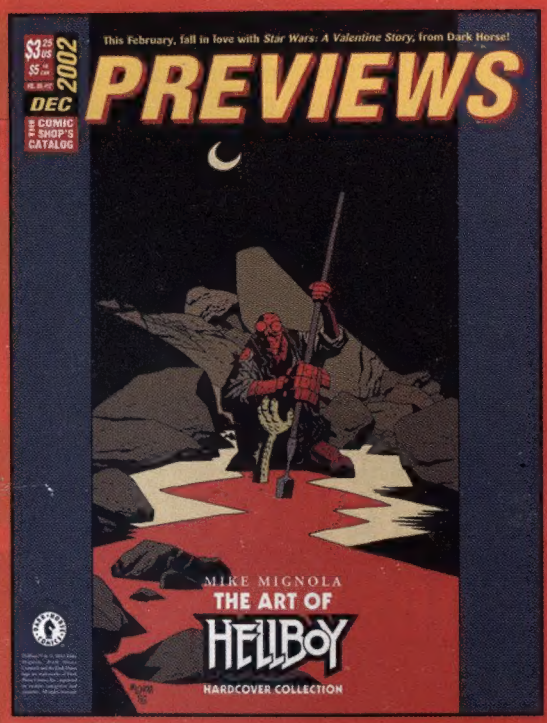

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features like ...

- **Previews UK** —your source for those special items available in the UK alone!
- **The UK Star System**—the backlist where you can get the goods you missed the first time around!
- **The Splash Page** — The latest news about the hottest comics!
- **Certified Cool** — Looking for something different? You'll find it here!
- **Under the Reading Lamp** — We review what's new for you!
- **Small Press Spotlight** — Little companies with big ideas and great books!
- ***Previews* Contests** — Compete with your fellow fans for cool prizes!
- **The *Previews* Gallery** — Let the world discover your comics art here!

PREVIEWS is available from all good comic shops— to find out where your nearest comic shop is check the Yellow Pages™, Talking Pages™ or ThomWeb.co.uk.

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